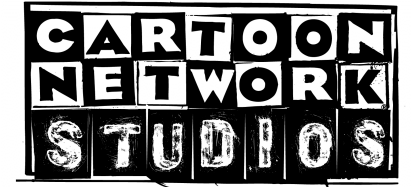




“Worm King”
1008-096
Network Pitch



Date 12/22/11

- ☒ Board Team Final
- ☒ Creators Pass
- ☒ Network Approval 12/22/11
- ☐ Recording/Standards Board
- ☐ Revisionist Pass
- ☐ Animatic Scan Board
- ☐ Pre-Animatic Slug Board
- ☐ Conformed to Animatic Board
- ☐ Final

Adventure Time Created by
Pendleton Ward

Creative Director
Adam Muto

Storyboard by
Somvilay Xayaphone & Bert Youn

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ADVENTURE TIME



Page 01

Sc. 01

Pnl. A

Bg.

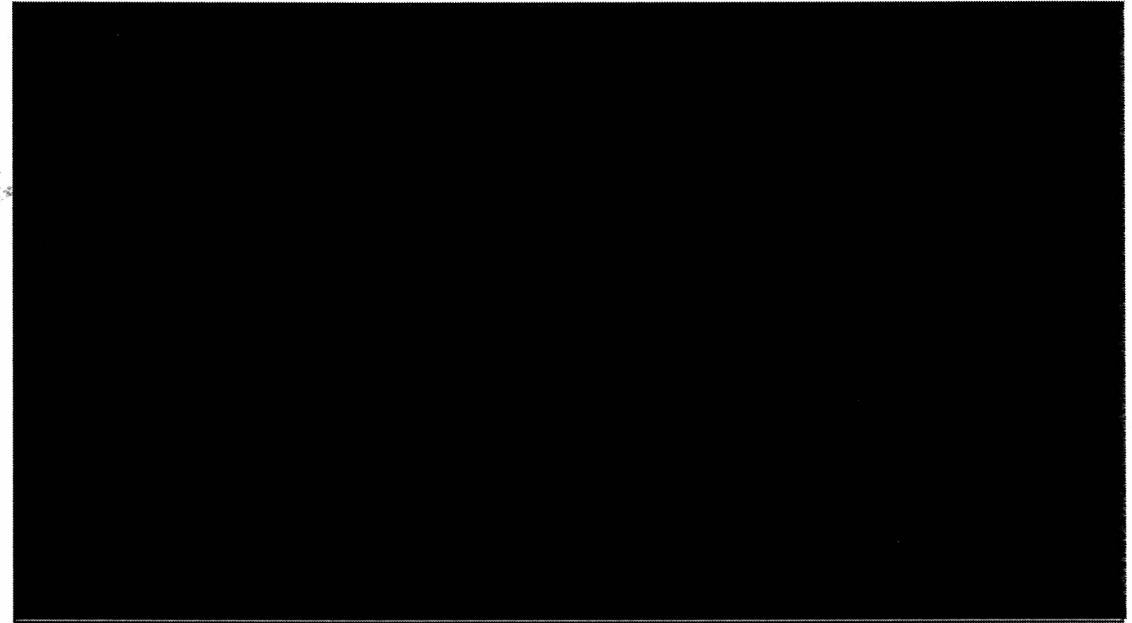
day night

Sc. 01

Pnl. B

Bg.

day night



Dialog:

(Black)

^{Co/S}
PB: My King -

Action:

Timing:

100896

EPISODE #

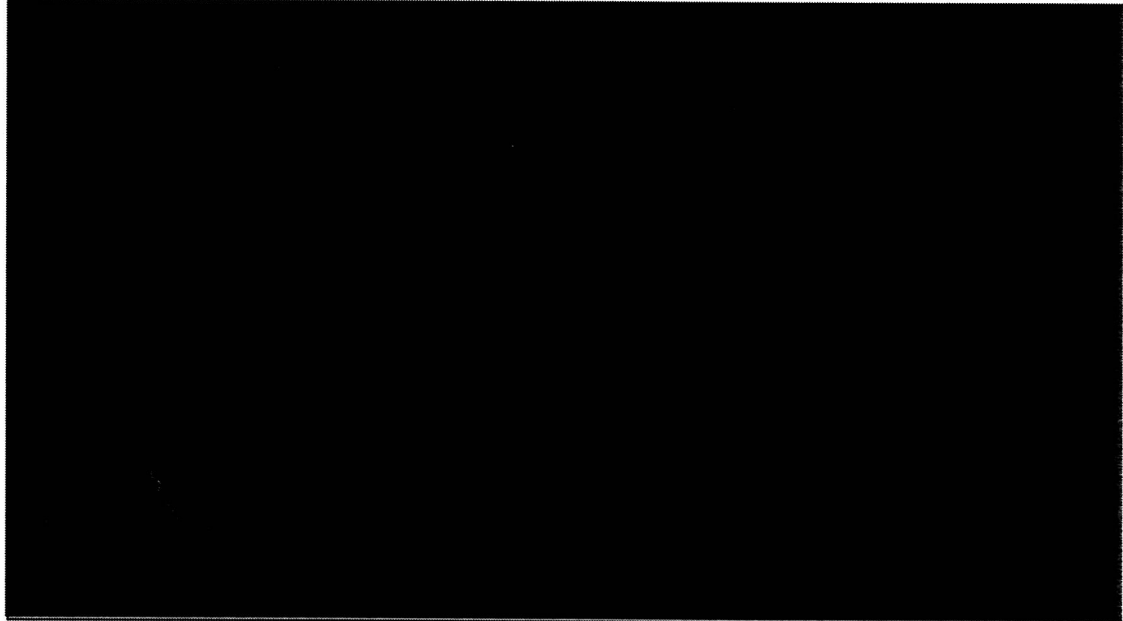
Production :

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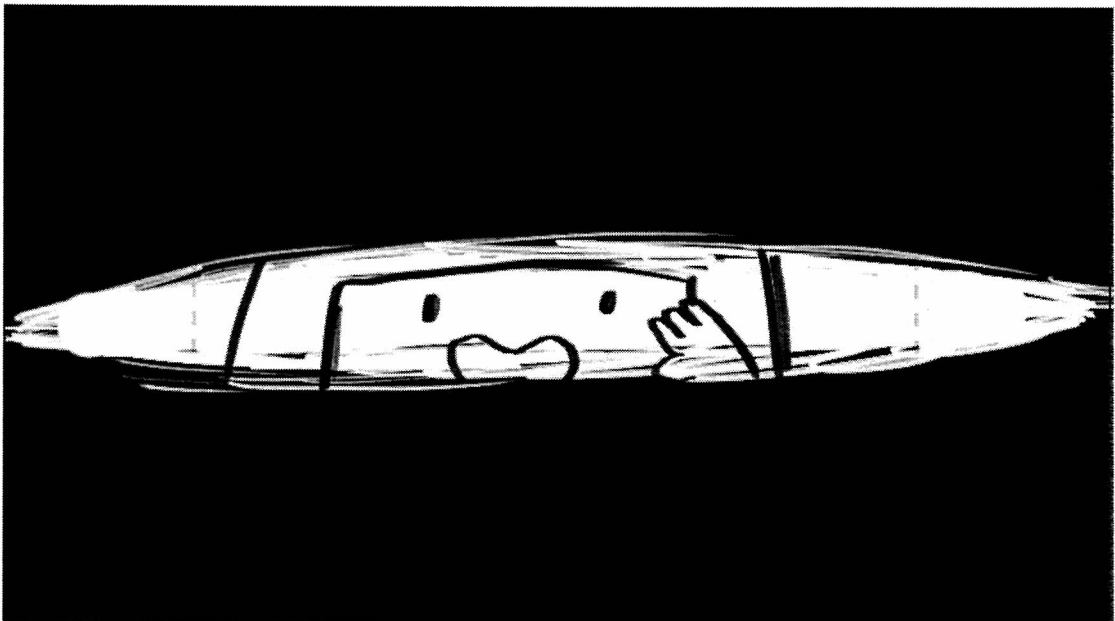
ADVENTURE TIME



Sc. 01 Pnl. C Bg. day night



Sc. 01 Pnl. D Bg. day night

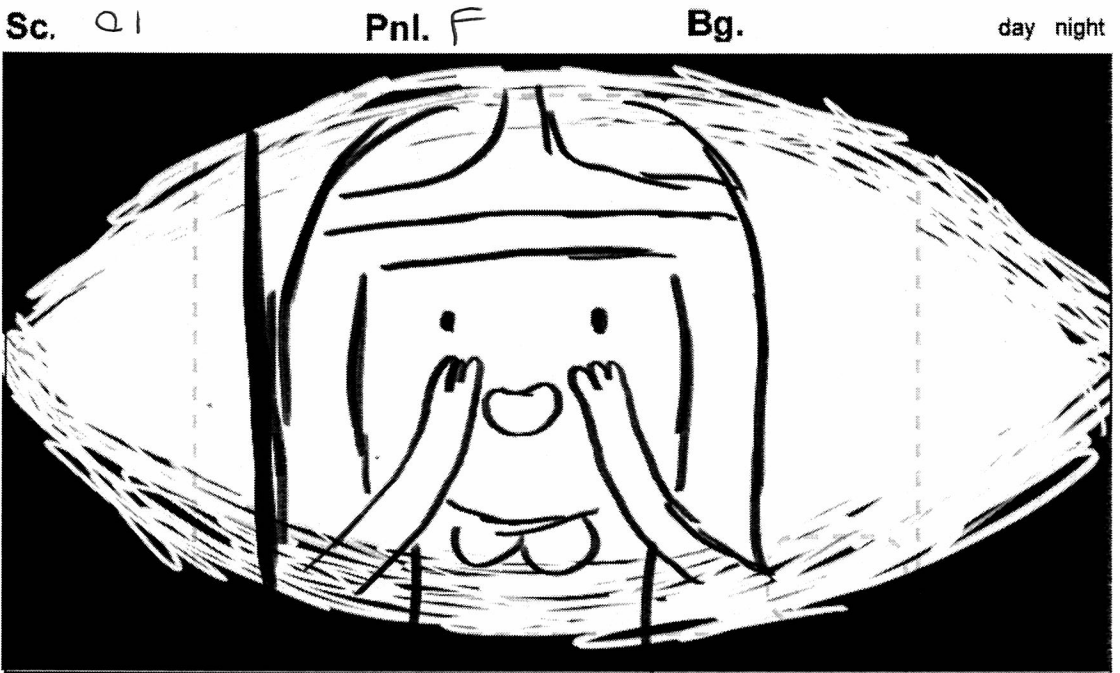
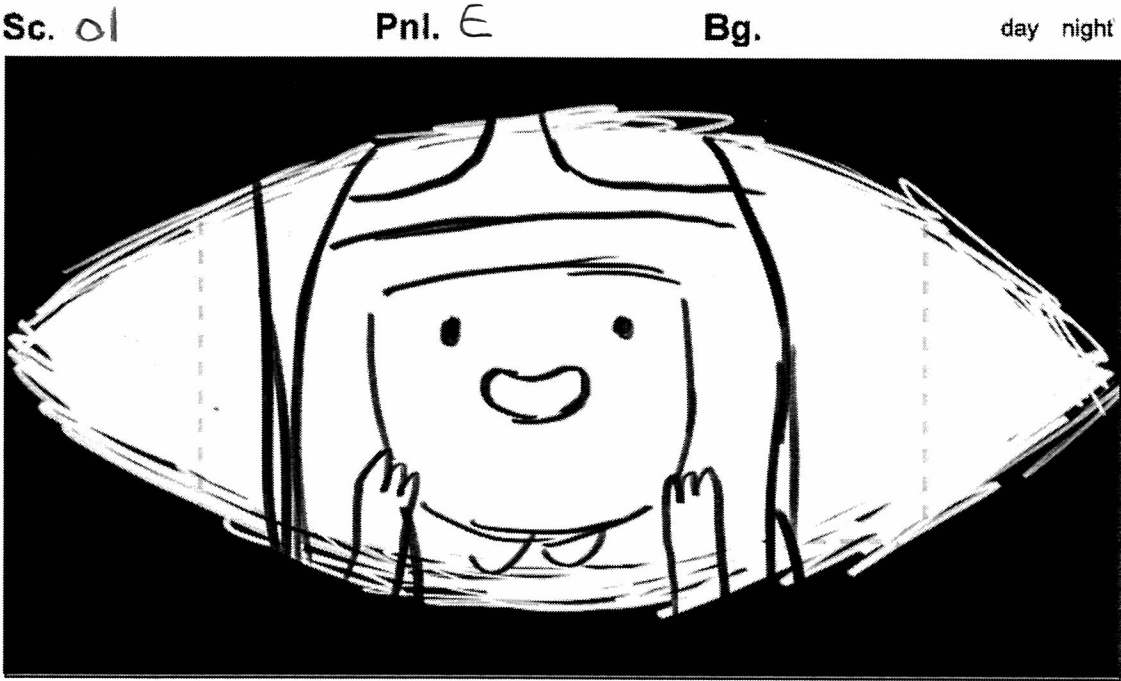


Dialog:	(0/5) PB: My king?
Action:	-FINN'S EYES SLOWLY OPEN.
Timing:	

100896
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ADVENTURE TIME



Dialog:	PB: Wake up, husband-
Action:	
Timing:	

100896

EPISODE #

Production :

ADVENTURE TIME



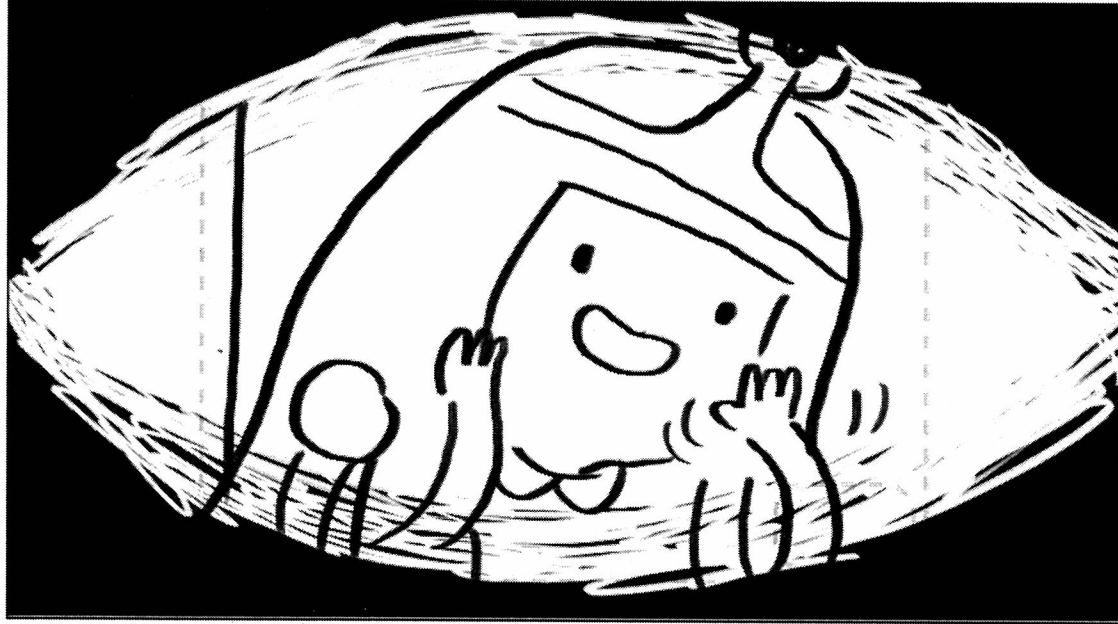
Page 04

Sc. 01

Pnl. G

Bg.

day night

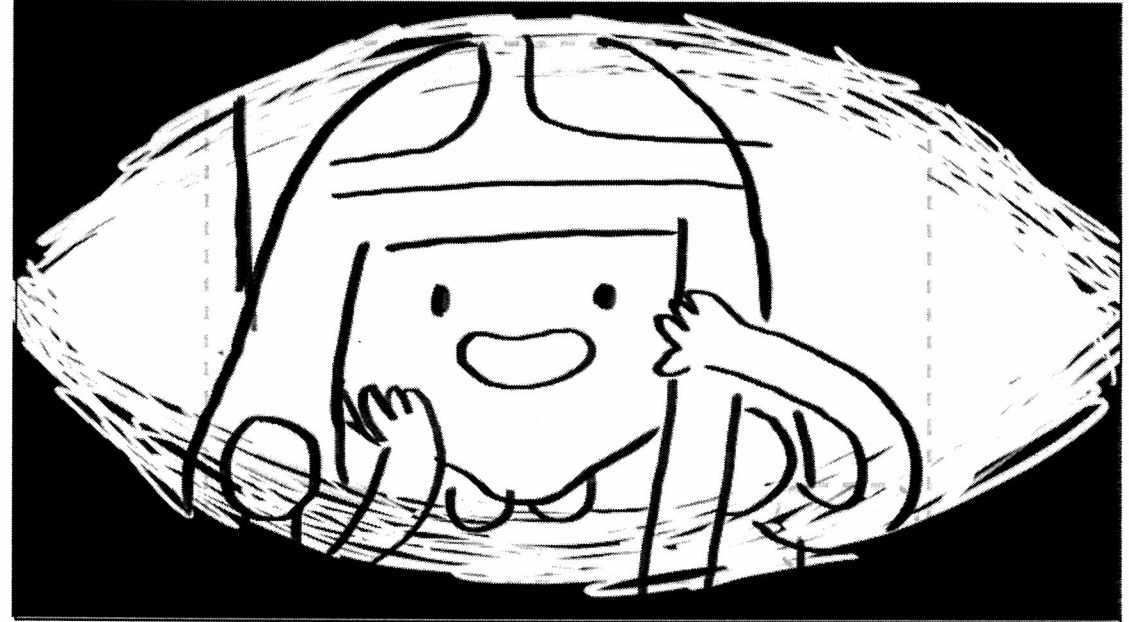


Sc.

Pnl. H

Bg.

day night



Dialog:

(O/S)

F: Husband ... ?

PB: Wake up — !

Action:

- PB WAVES AT FINN,

Timing:

100896

EPISODE #

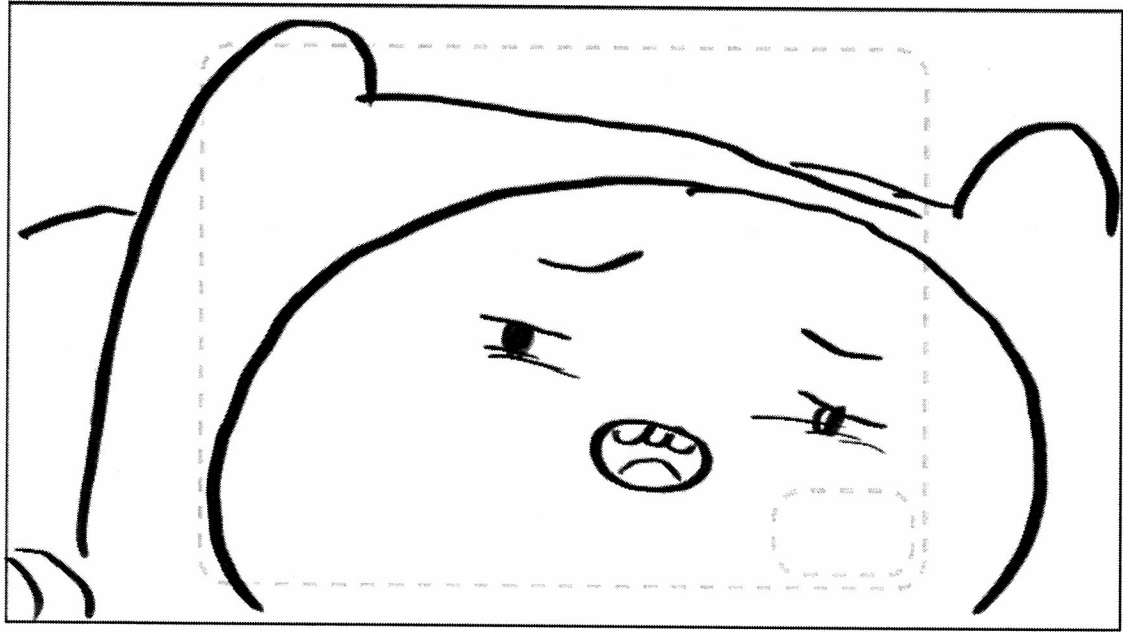
Production :

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ADVENTURE TIME



Sc. 02 Pnl. A Bg. day night



Sc. 02 Pnl. B Bg. day night



Dialog:	(GROGGY) F: What?	F: wait...
Action:	- FINN LOOKS AROUND.	
Timing:		

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ADVENTURE TIME



Sc. 02

Pnl. C

Bg.

day night

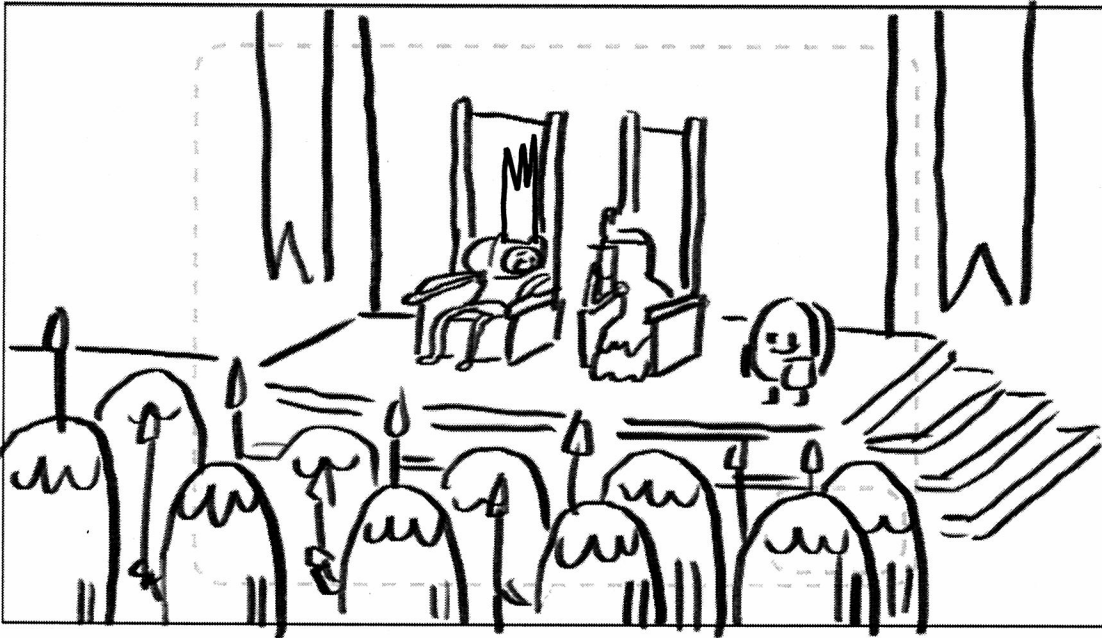


Sc. 03

Pnl. A

Bg.

day night



Dialog:	F: Where am I?
Action:	(candy kingdom) (Finn now has tall crown.)
Timing:	

EPISODE #

Production :

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ADVENTURE TIME



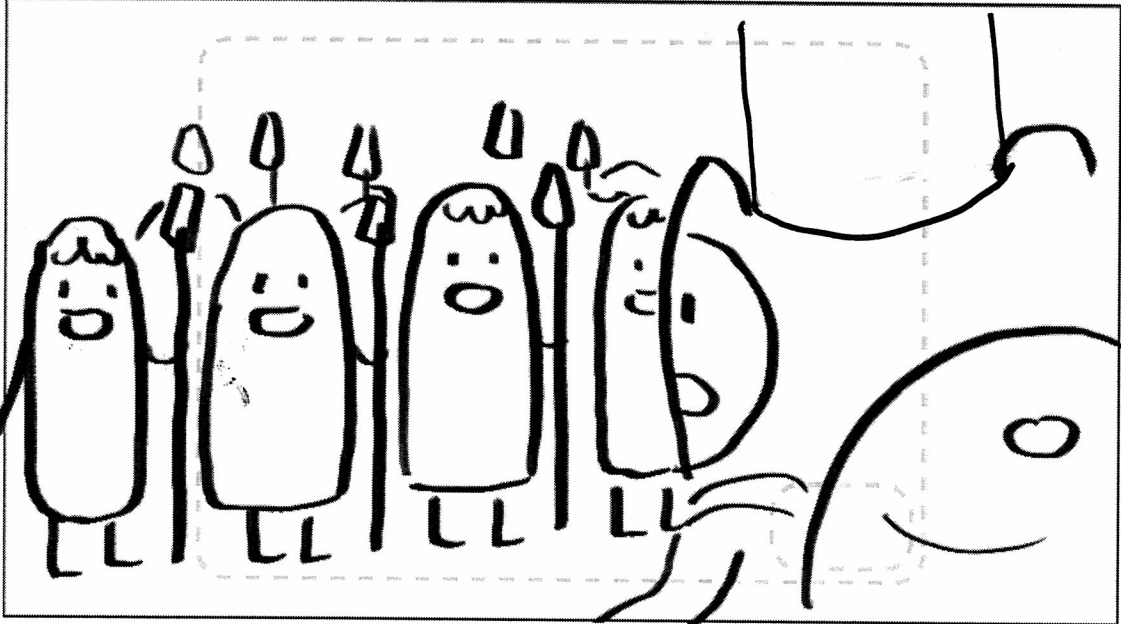
Page 07

Sc. 04

Pnl. A

Bg.

day night

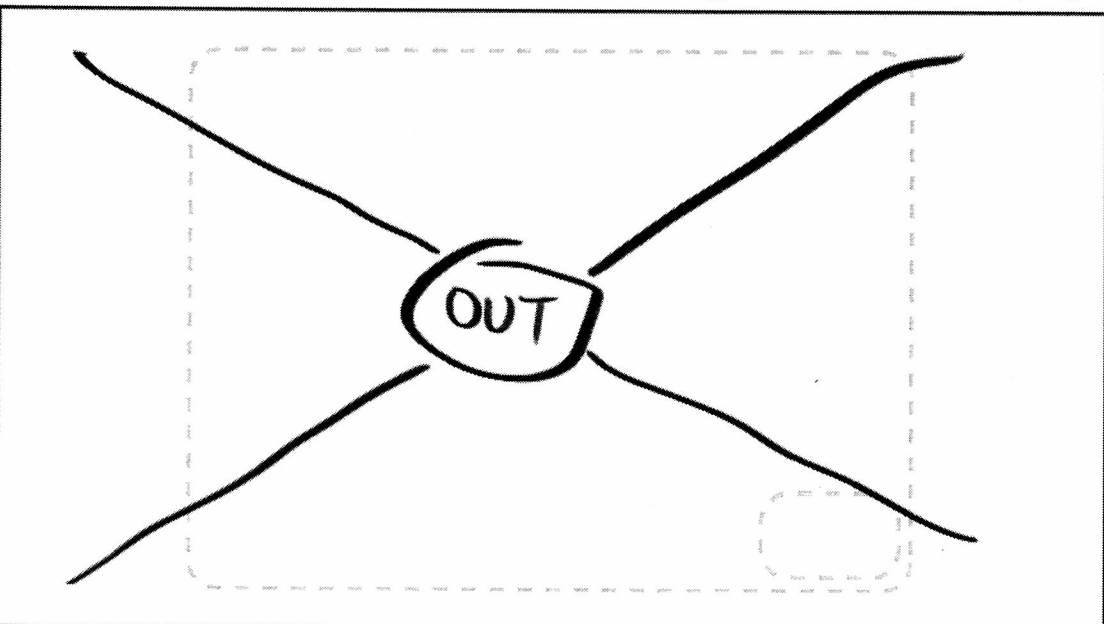


Sc.

Pnl.

Bg.

day night



Dialog:

BGs : Long live the King!

Action:

- ROWS OF BANANA GUARDS STAND BEFORE FINN

Timing:

100896

EPISODE #

Production :

ADVENTURE TIME

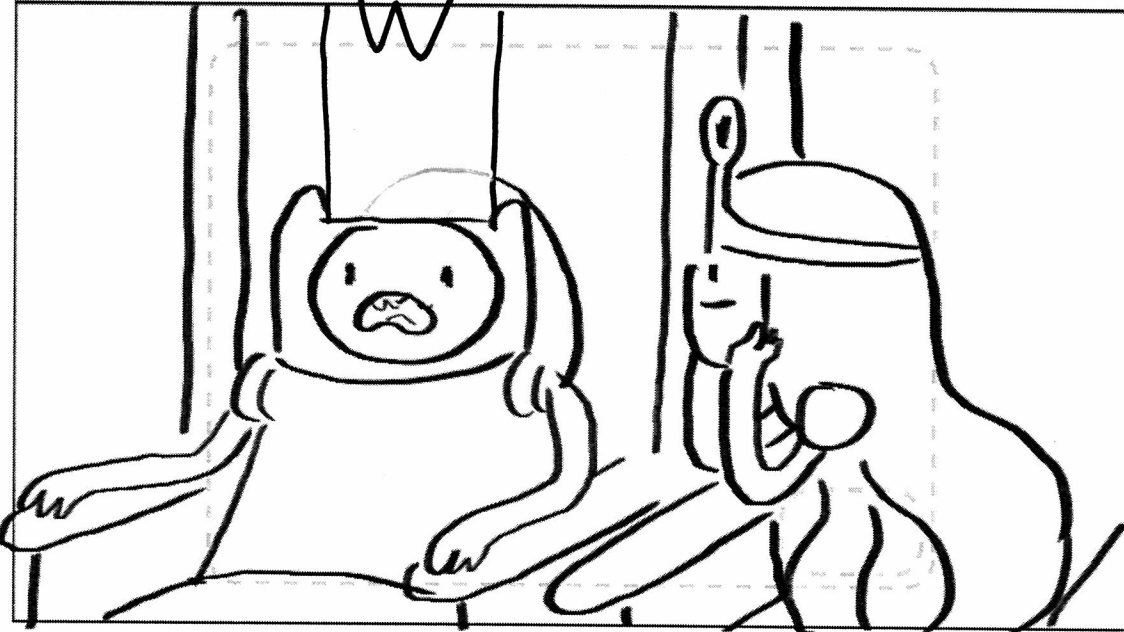


Sc. 05

Pnl. A

Bg.

day night

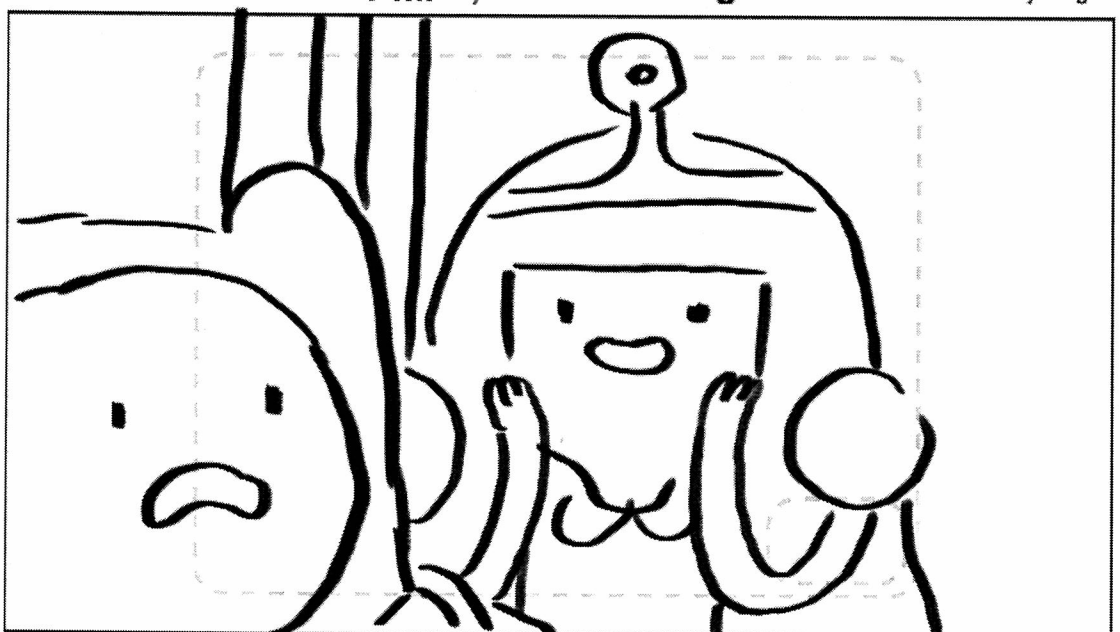


Sc. 06

Pnl. A

Bg.

day night



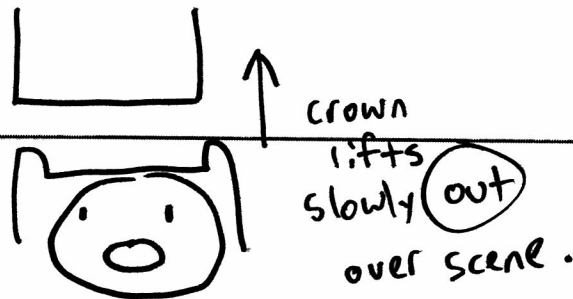
Dialog:

F: What ... is ...
going on ...

PB: Not much

Action:

Timing:



EPISODE #

Production :

100896

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ADVENTURE TIME



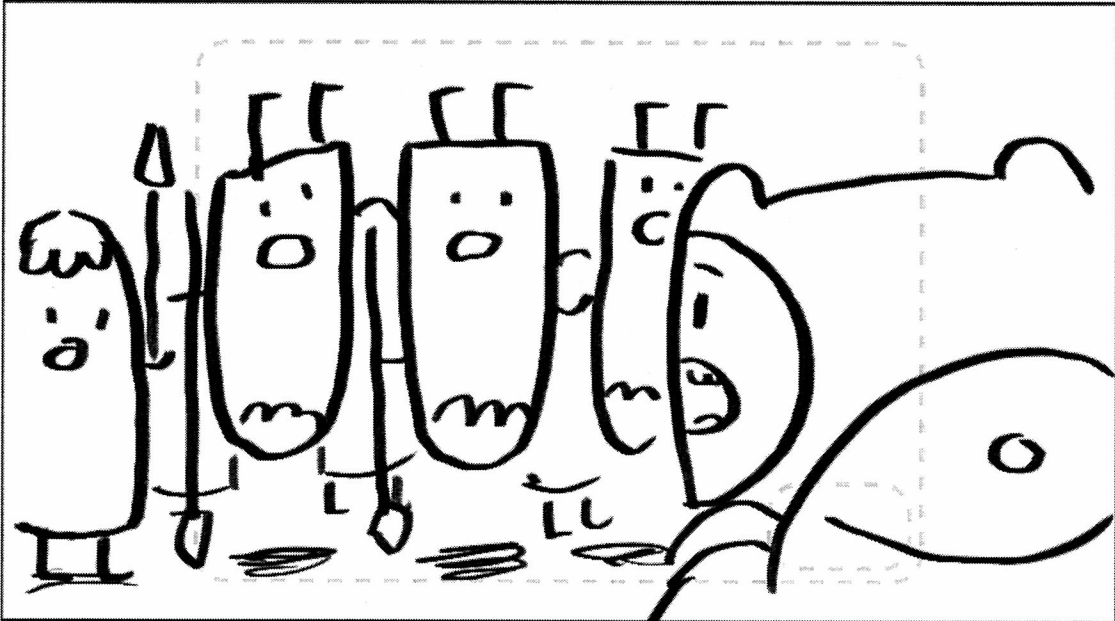
Page 09

Sc. 07

Pnl. A

Bg.

day night



Sc. 08

Pnl. A

Bg.

day night



Dialog:	BG: (BACKWARDS) LONG LIVE THE KING.	F: HUH?
Action:	- A FEW BANANA GUARDS HAVE UPSIDE-DOWN BODIES BUT RIGHT-SIDE UP FACES.	
Timing:		

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ADVENTURE TIME



Sc. 08

Pnl. B

Bg.

day night

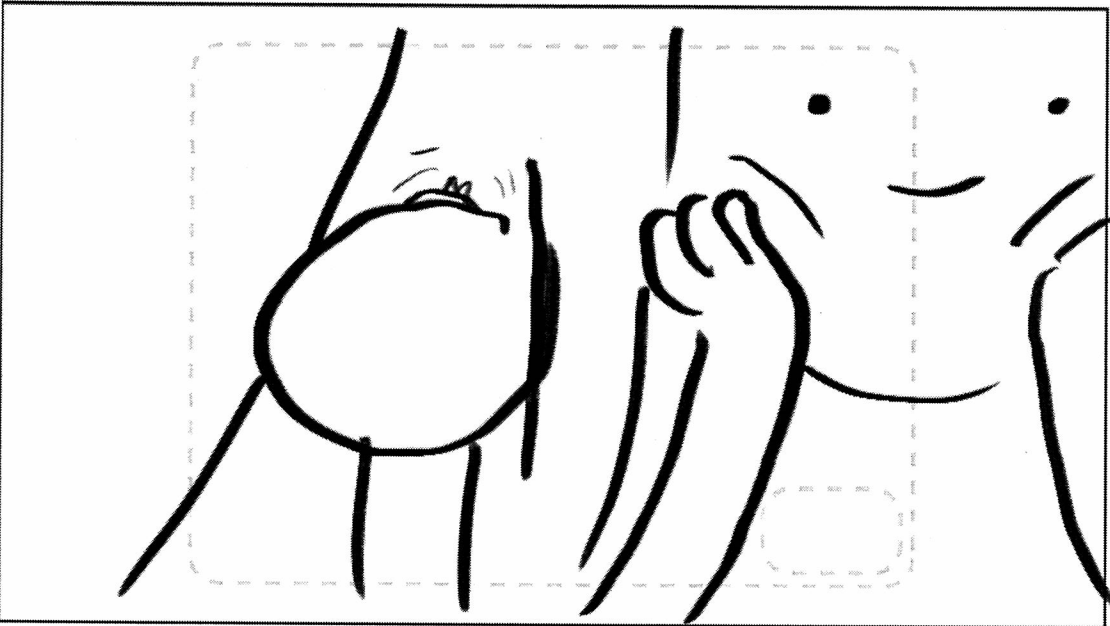


Sc. 09

Pnl. A

Bg.

day night



Dialog:
Action: - FINN TURNS TO PB.
Timing:

EPISODE #

Production :

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ADVENTURE TIME

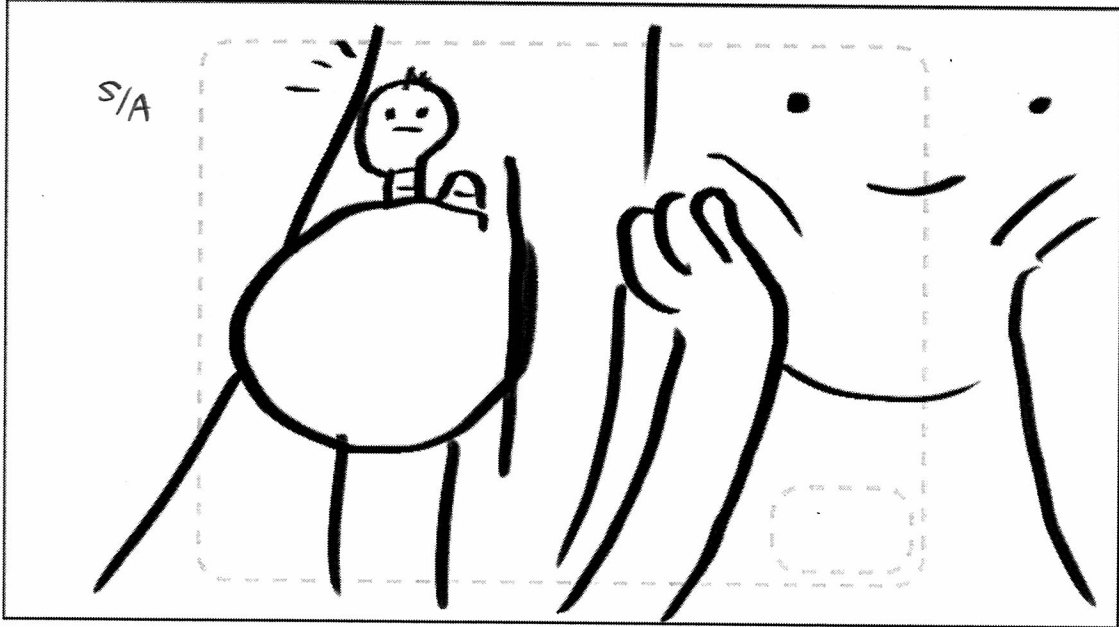


Sc. Q9

Pnl. B

Bg.

day night

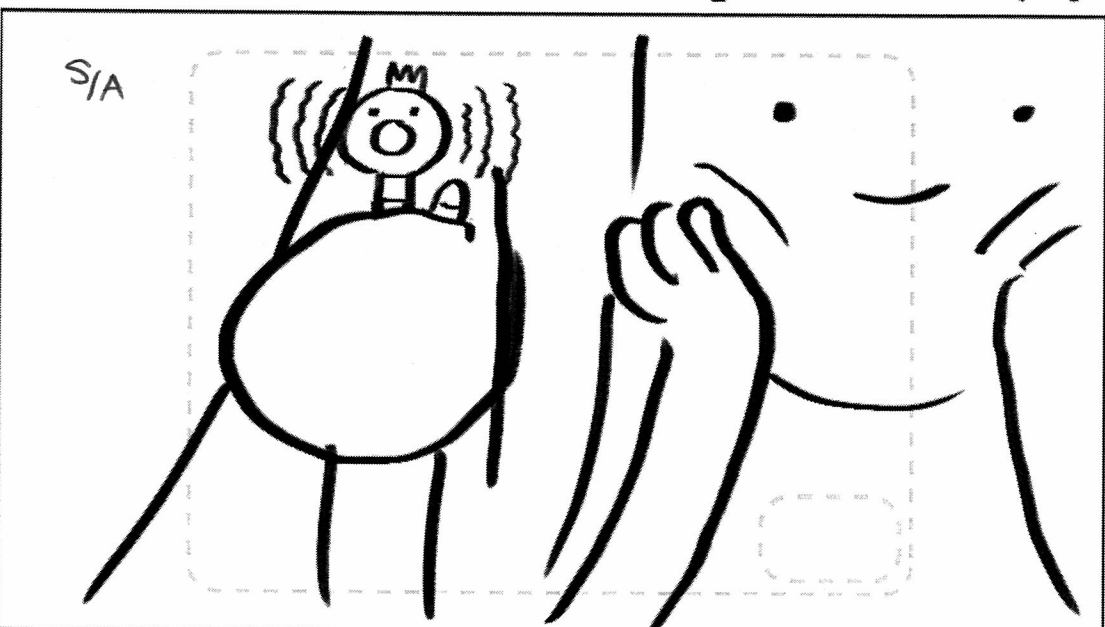


Sc. Q9

Pnl. C

Bg.

day night



Dialog:		WK: woh woh woh woh -	
Action:	-WORM KING SLOWLY CRAWLS ONTO PB'S SHOULDER.		- WORM KING MAKES WEIRD NOISE AND SENDS OUT WAVES.
Timing:			

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ADVENTURE TIME



Sc. Pnl. Bg. day night

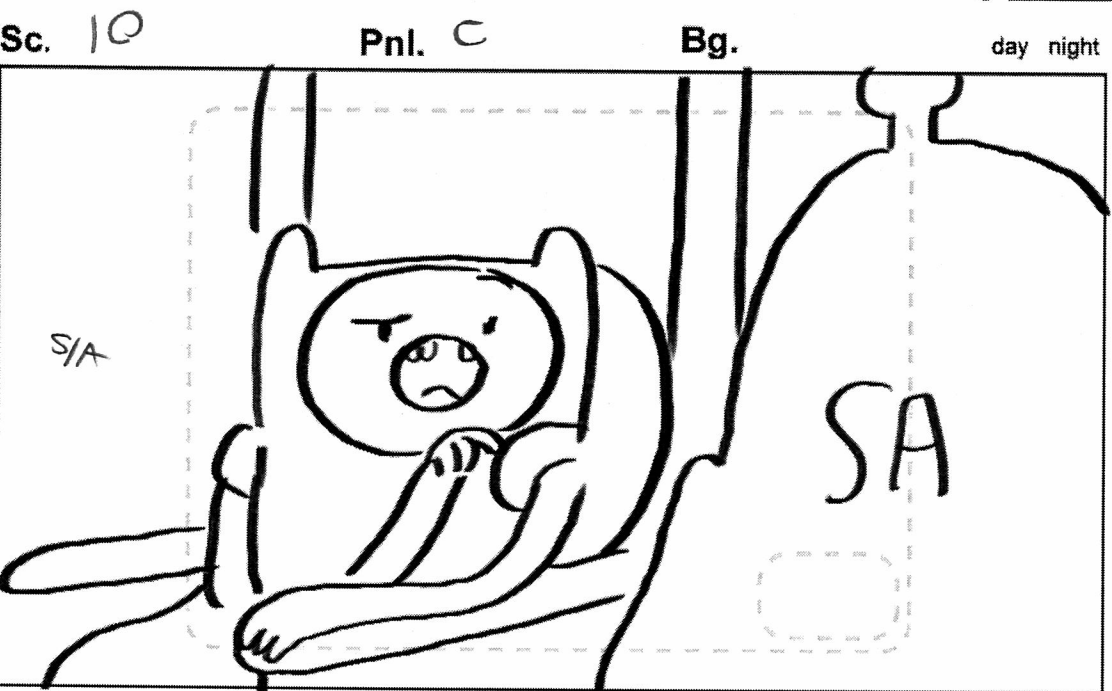
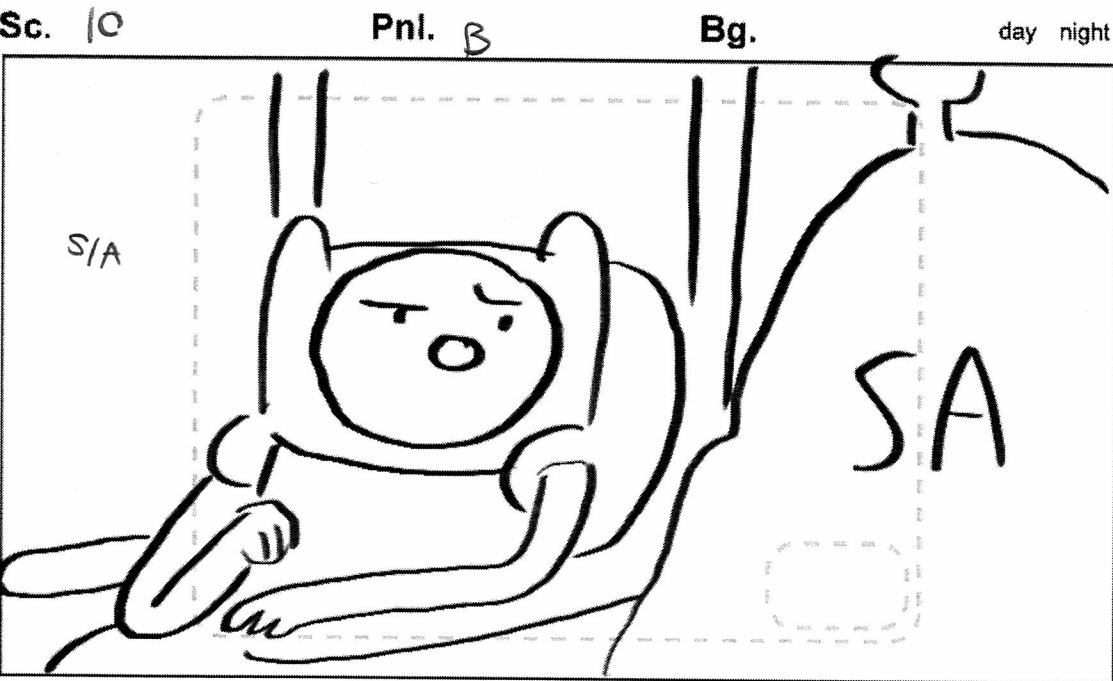
Sc. 10 Pnl. A Bg. day night

Dialog:
Action:
Timing:

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EPISODE #
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ADVENTURE TIME



Dialog:

F: Hey —

F: Do I know you?

Action:

Timing:

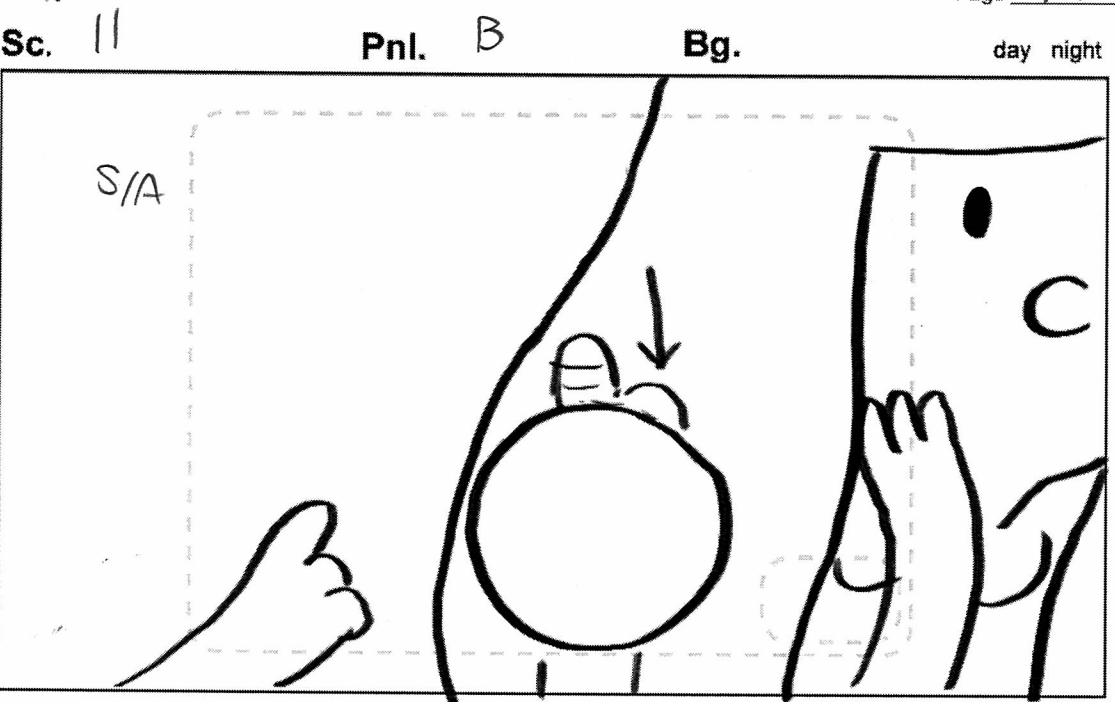
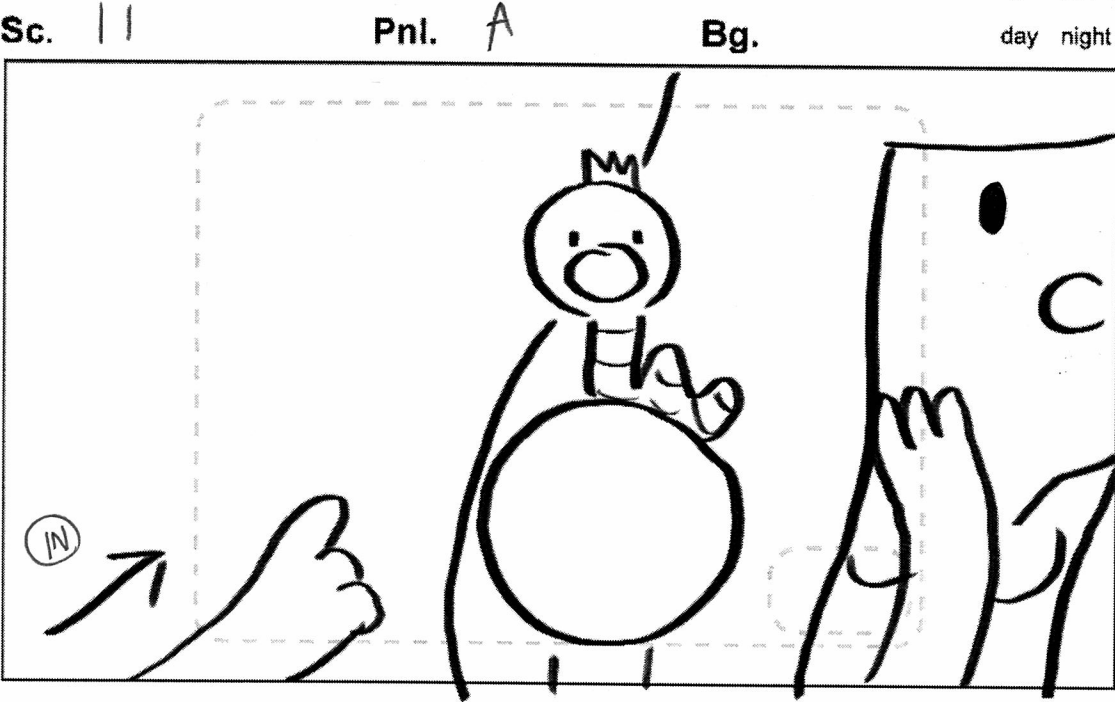
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ADVENTURE TIME



Dialog:
Action: - FINN REACHES TOWARDS WORM - WORM CRAWLS BEHIND PB'S SHOULDER
Timing:

100896
EPISODE #
Production :

ADVENTURE TIME

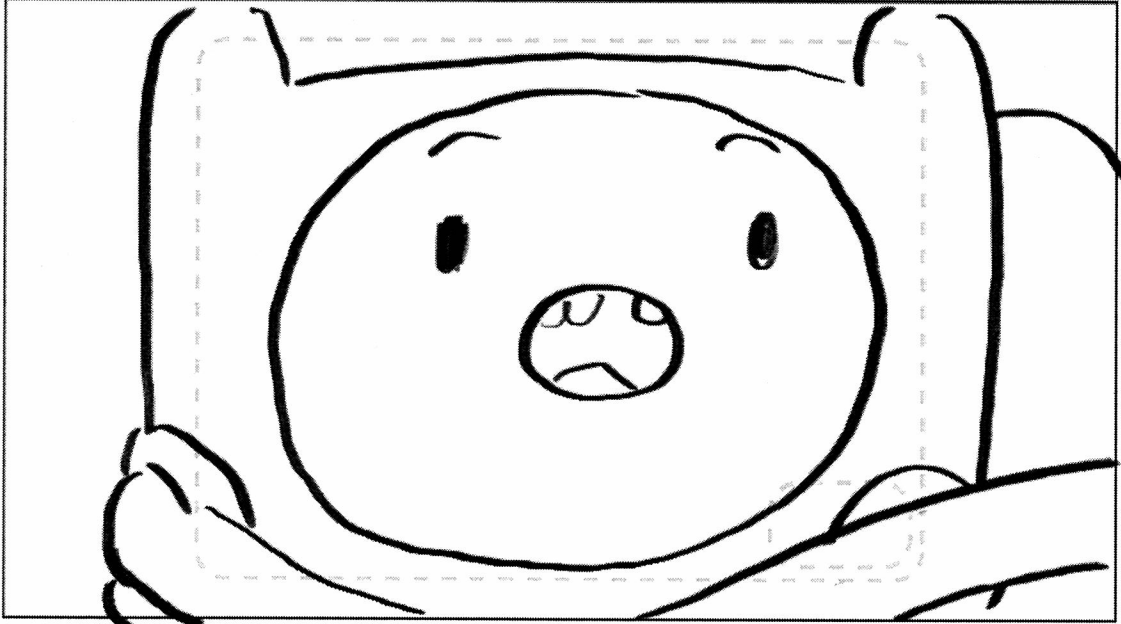


Sc. 12

Pnl. A

Bg.

day night

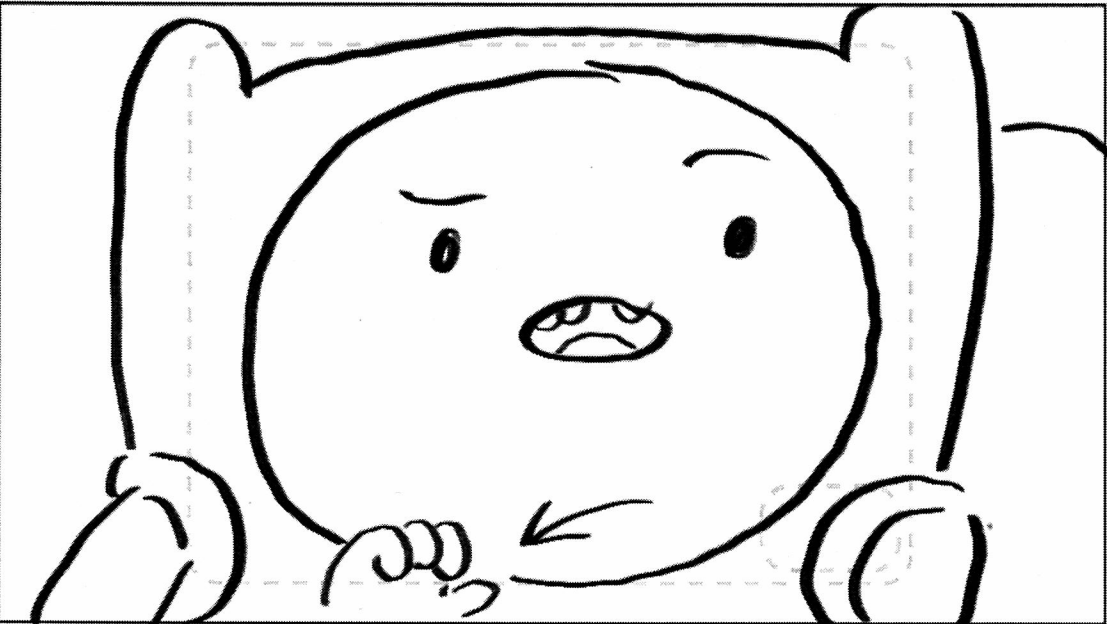


Sc. 12

Pnl. B

Bg.

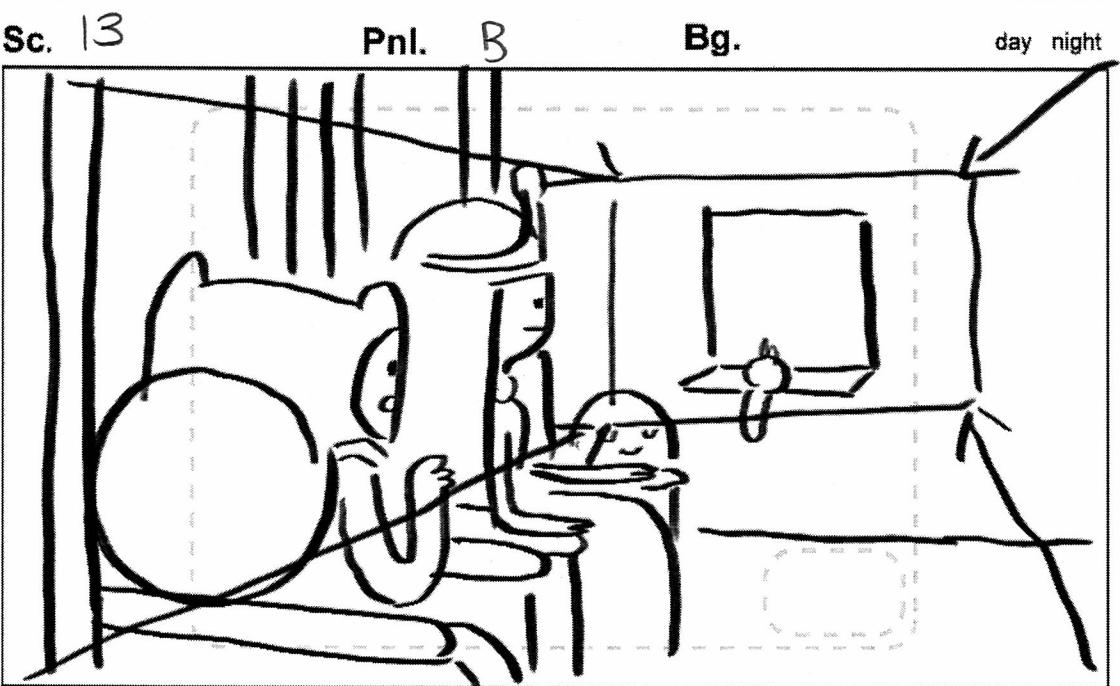
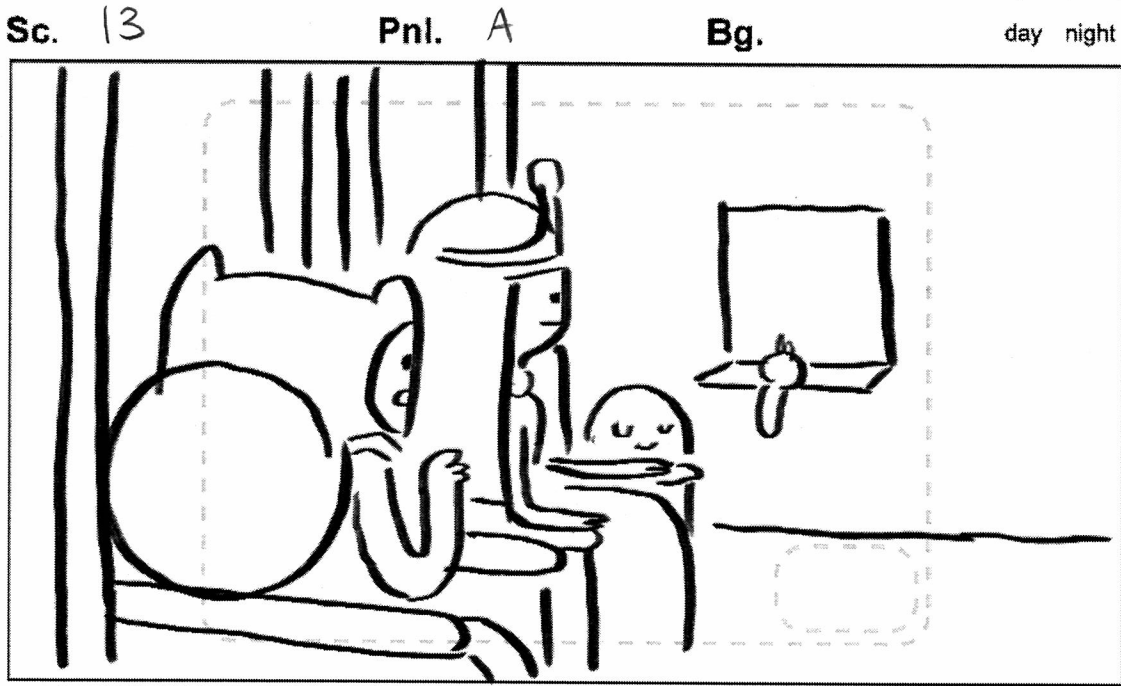
day night



Dialog:	
Action:	- FINN WITHDRAWS HIS HAND
Timing:	

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ADVENTURE TIME



Dialog:
Action: -WK crawls out window -TRUCK IN ON WINDOW
Timing:

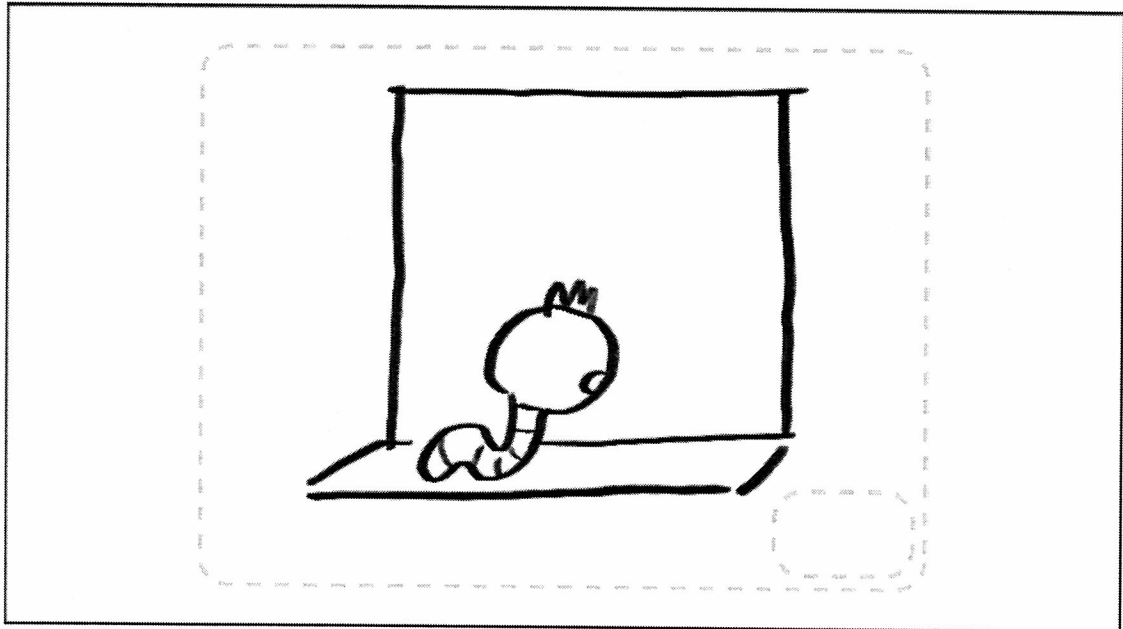
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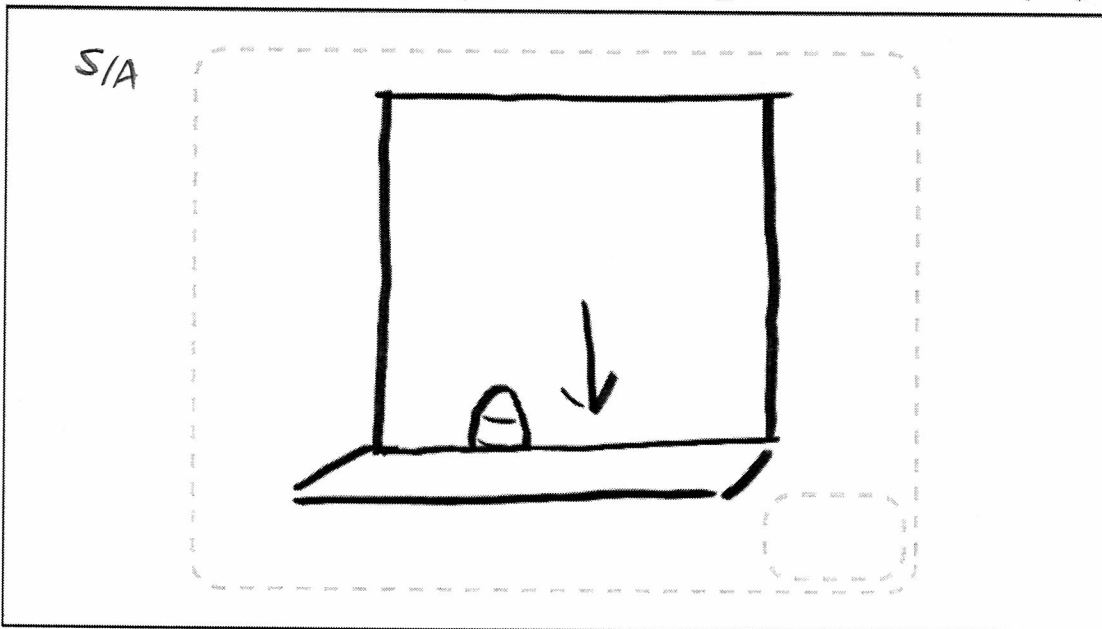
ADVENTURE TIME



Sc. 13 Pnl. C Bg. day night



Sc. 13 Pnl. D Bg. day night



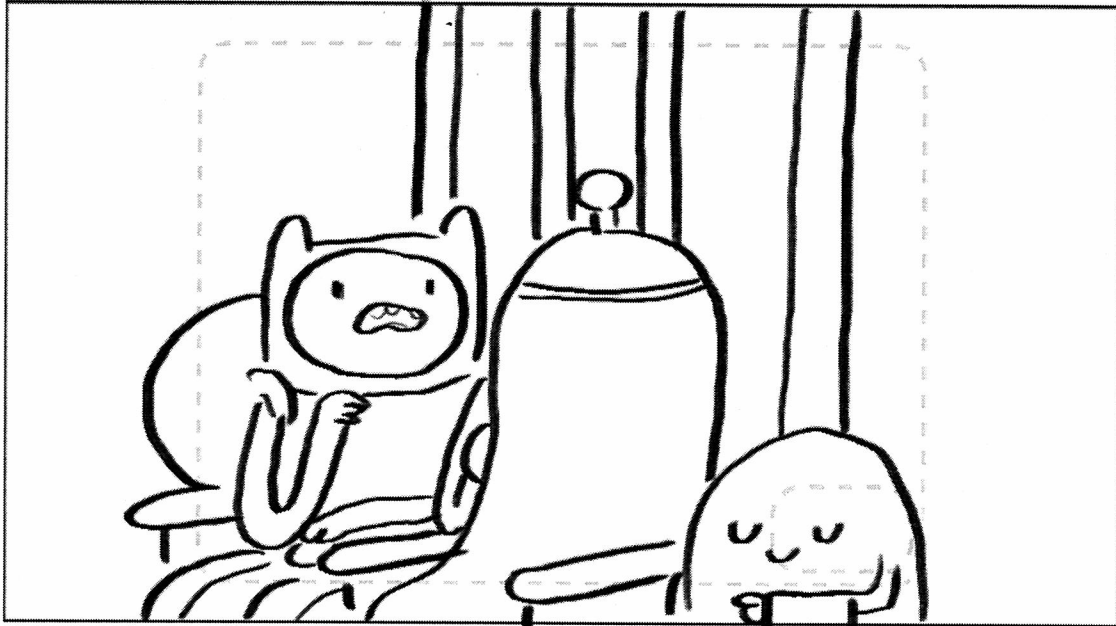
Dialog:
Action: -WK crawls out window
Timing:

100896
EPISODE #
Production :

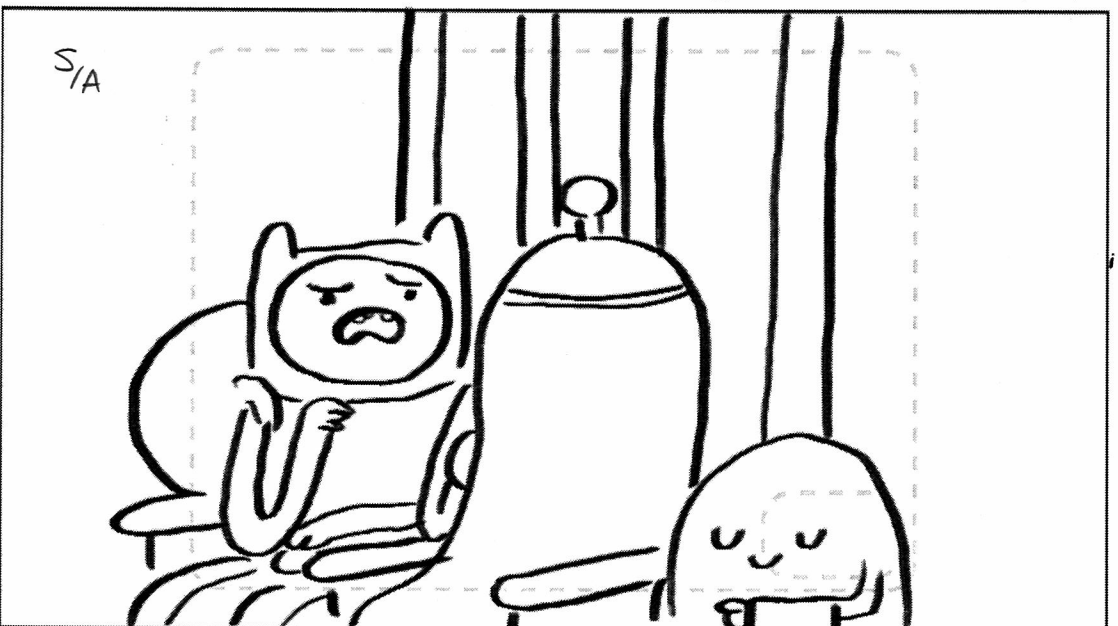
ADVENTURE TIME



Sc. 14 Pnl. A Bg. day night



Sc. 14 Pnl. B Bg. day night



Dialog:	E: F: Hey. I know that guy.
Action:	
Timing:	

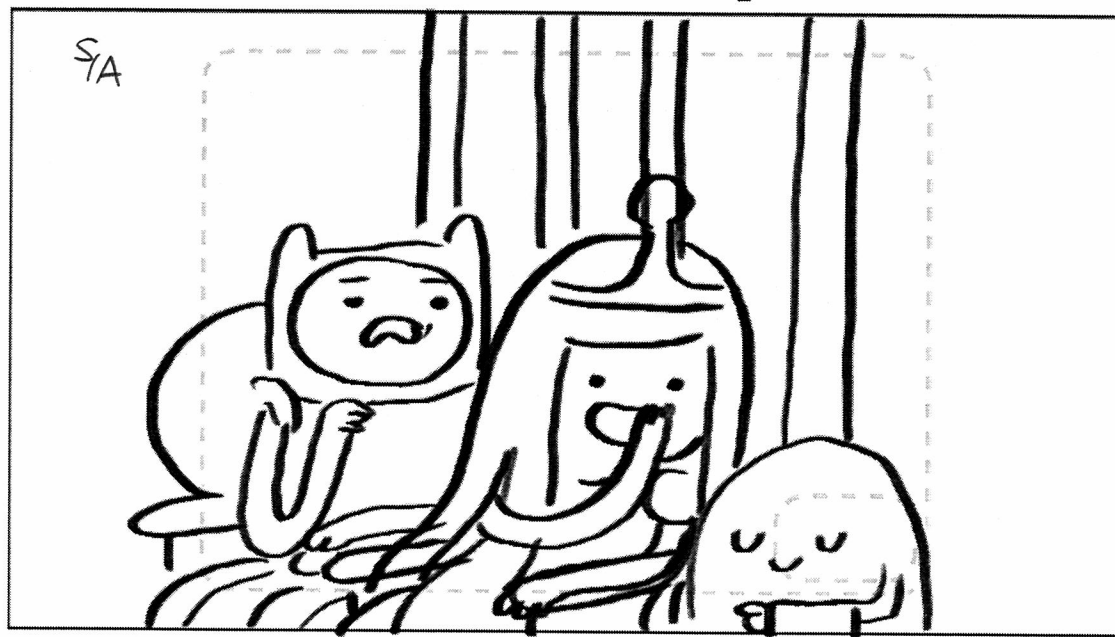
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ADVENTURE TIME





Sc. 14 Pnl. C Bg. day night



Sc. 14 Pnl. D Bg. day night



Dialog:	
PB:	HE DOESN'T KNOW HE'S DREAMING
Action: -PB TURNS TO PEP-BUT.	
Timing:	



face pushes out of back of head.

E: Huh?

-truck in on FINN'S FACE.

100896

EPISODE #

Production :

ADVENTURE TIME



Page 20

Sc. 14

Pnl. E

Bg.

day night

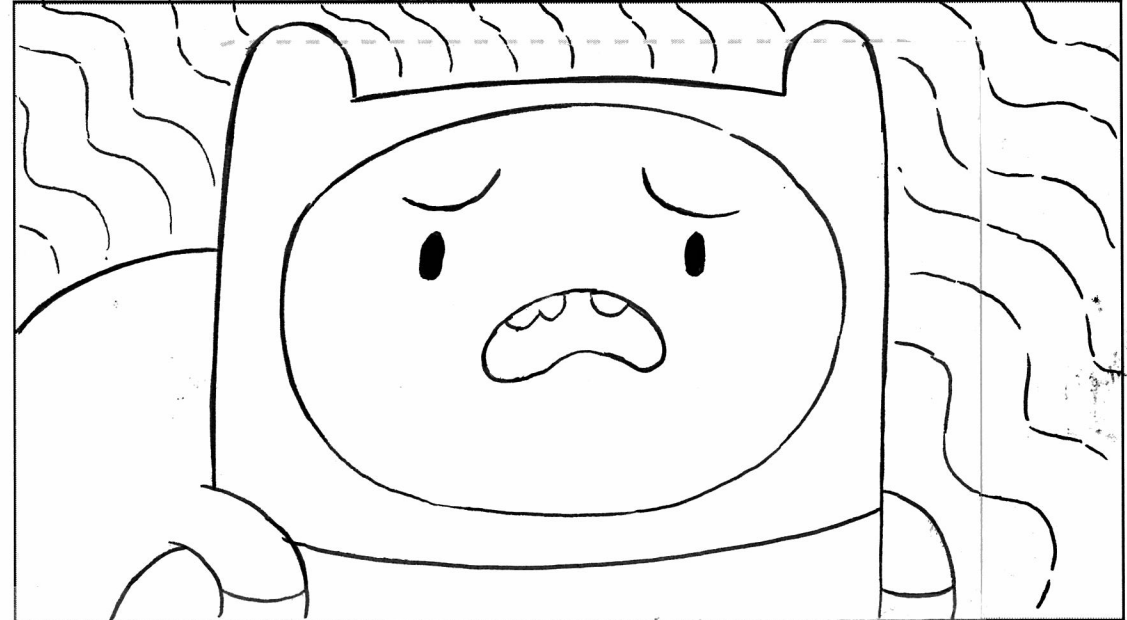


Sc. 14

Pnl. F

Bg.

day night



Dialog:

Action:

-FINN IS REALLY CONFUSED

-BG WARPS AND CHANGES TO NEW BG

Timing:

10 08 96

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ADVENTURE TIME

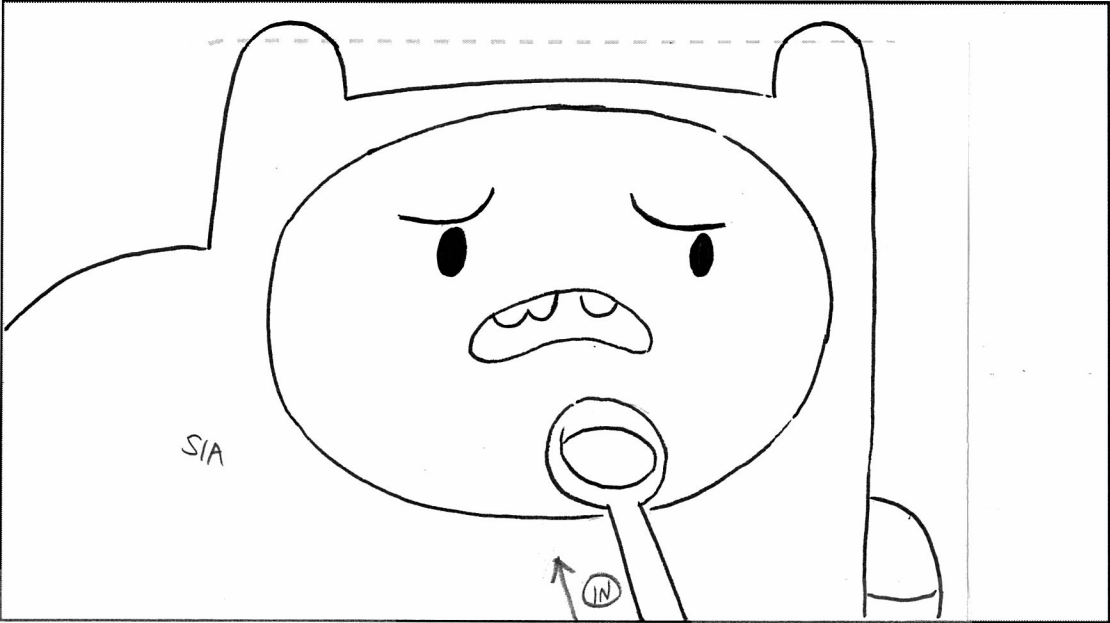


Sc. 14

Pnl. 6

Bg.

day night

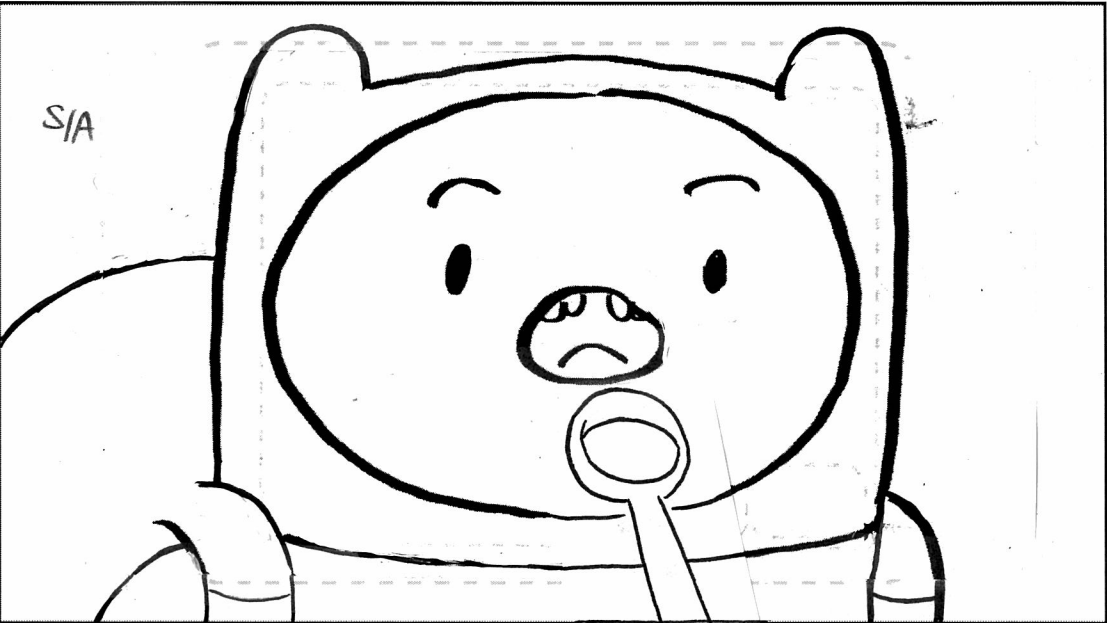


Sc. 14

Pnl. H

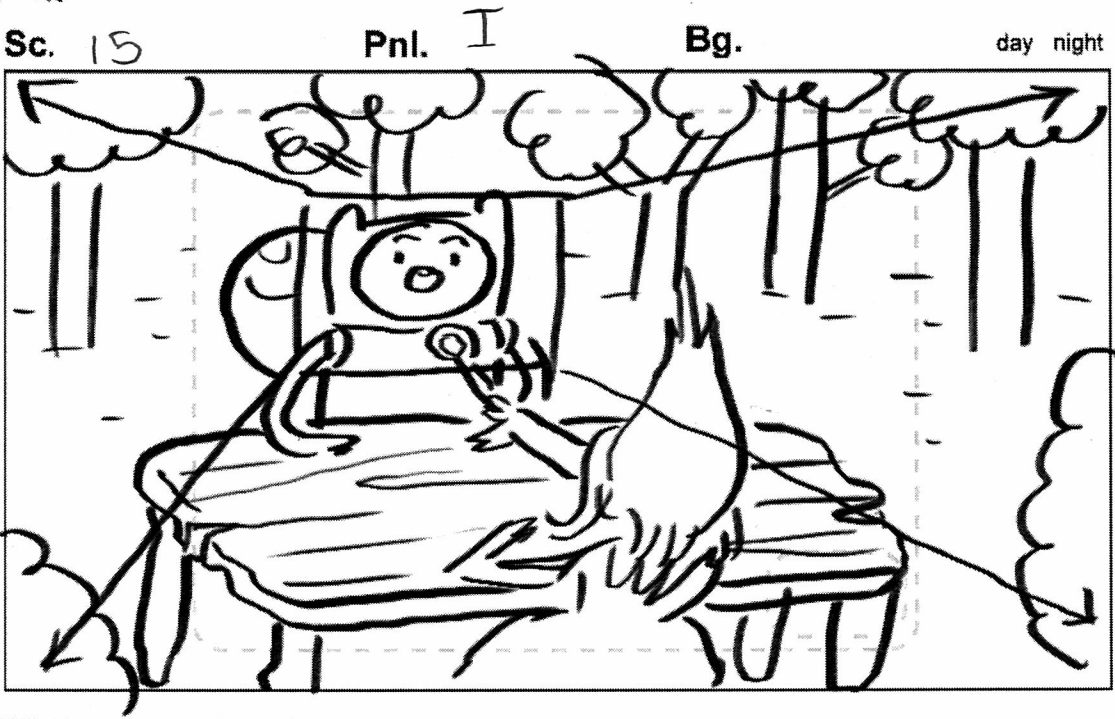
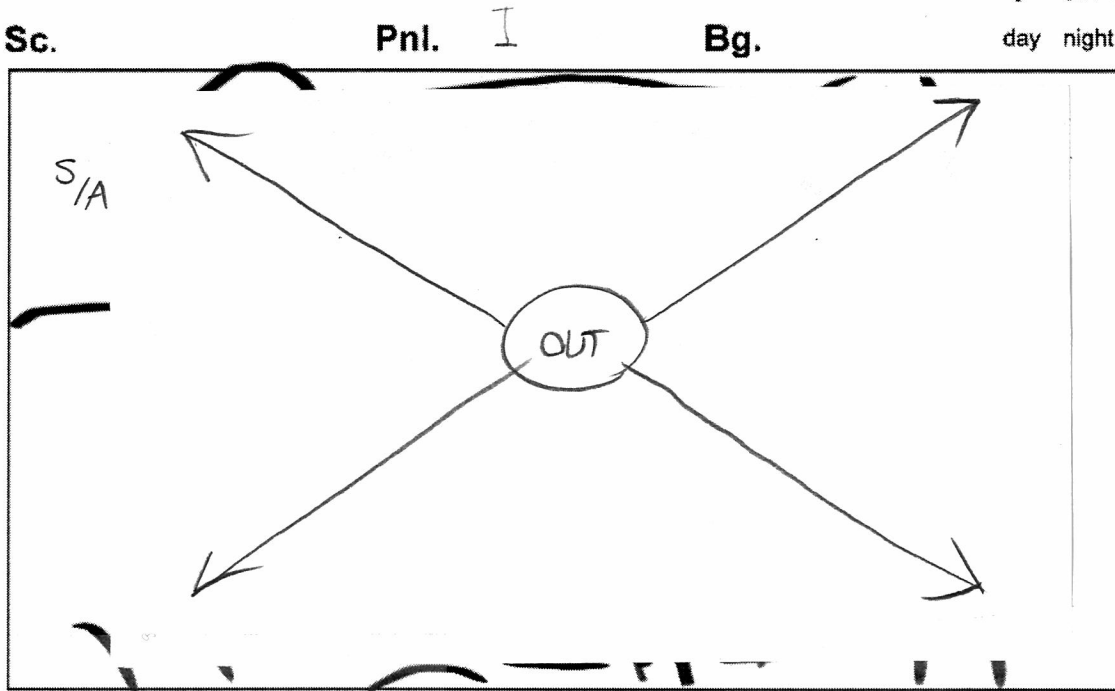
Bg.

day night



Dialog:	E: HUH?
Action:	- SPOON SLOWLY COMES ON/S.
Timing:	

ADVENTURE TIME



Dialog:	
Action:	- TRUCK OUT TO REVEAL FINN SITTING AT A PICNIC TABLE IN THE FOREST WITH FLAME PRINCESS.
Timing:	

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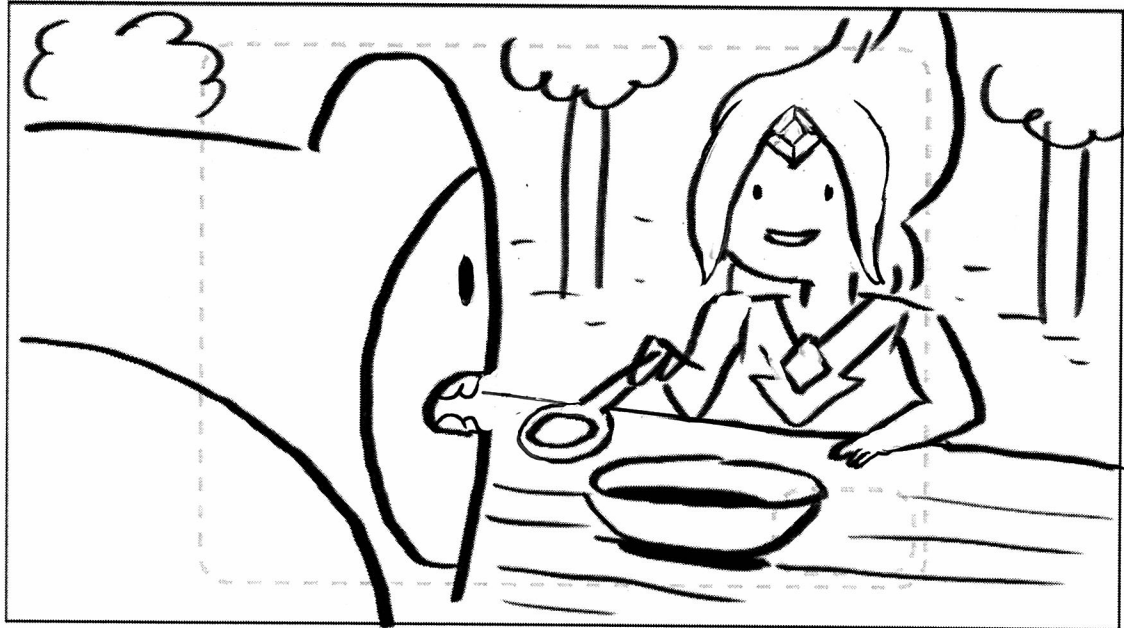


Sc. 16

Pnl. A

Bg.

day night

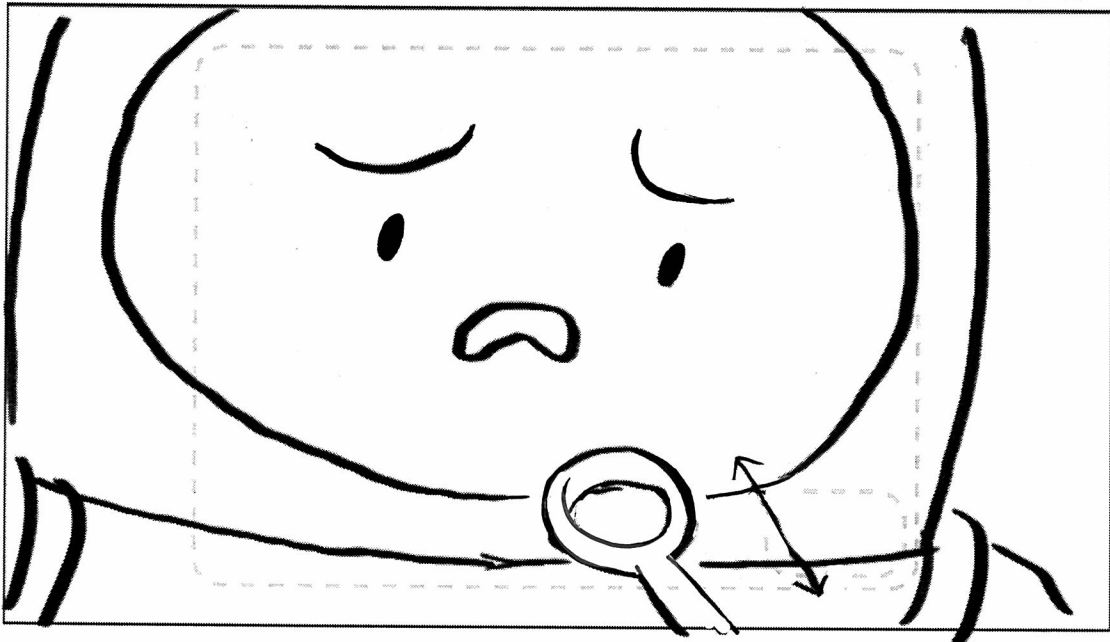


Sc. 17

Pnl. A

Bg.

day night



Dialog:

FP: C'mon honey ..
eat your soup -

F: Huh?

Action:

- SPOON REPEATEDLY BUMPS INTO FINN'S CHIN.

Timing:

EPISODE #

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ADVENTURE TIME

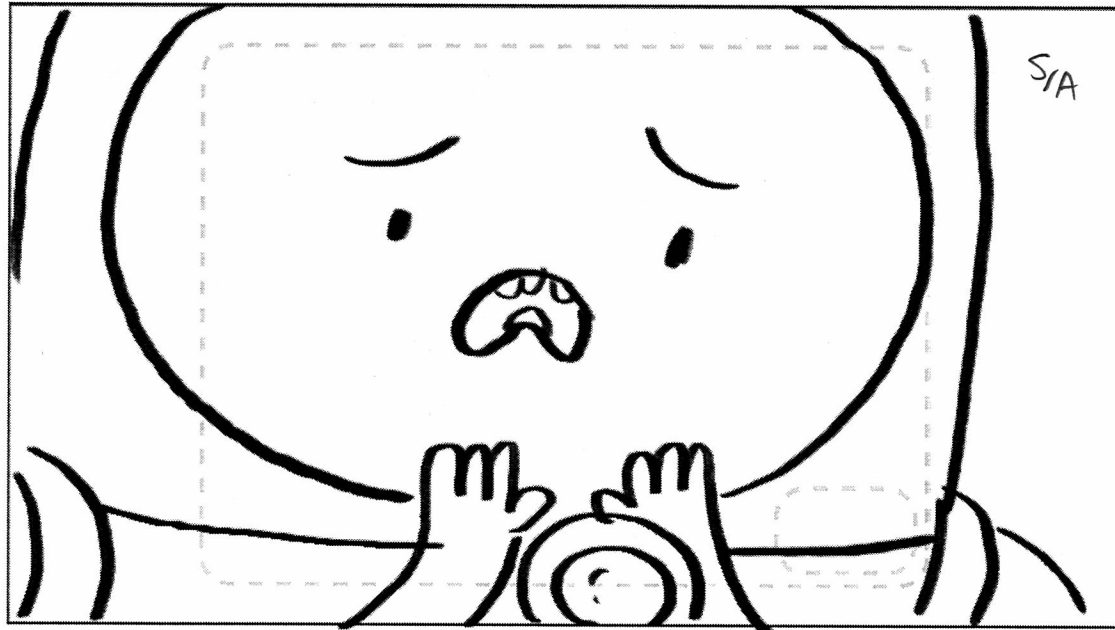


Sc. 17

Pnl. B

Bg.

day night

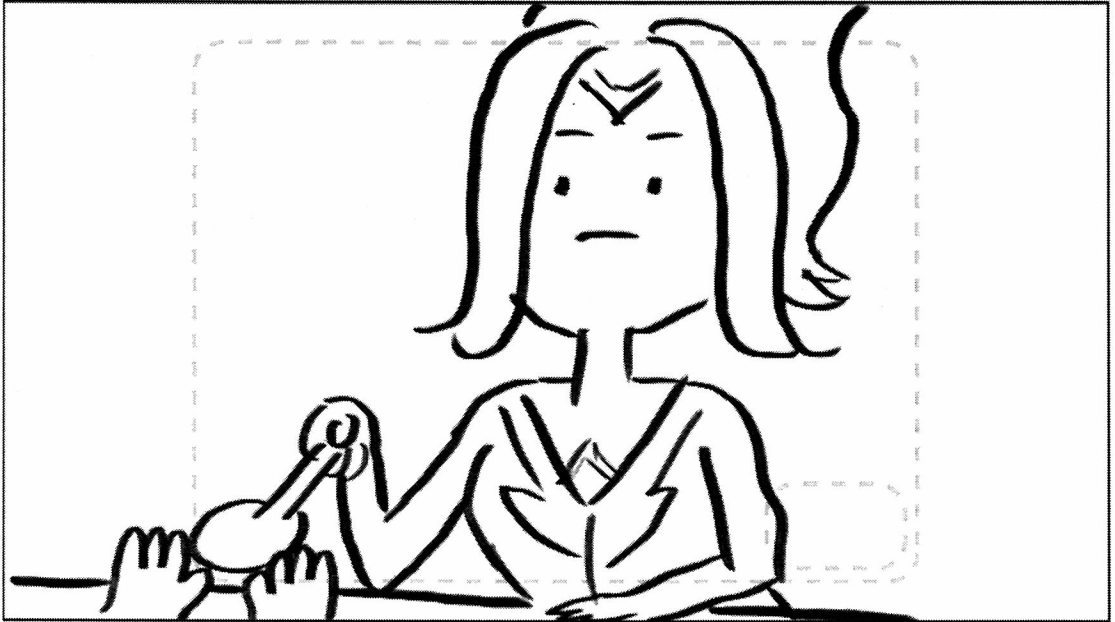


Sc. 18

Pnl. A

Bg.

day night



Dialog:

F: wait wait wait

FP:

Action:

Timing:

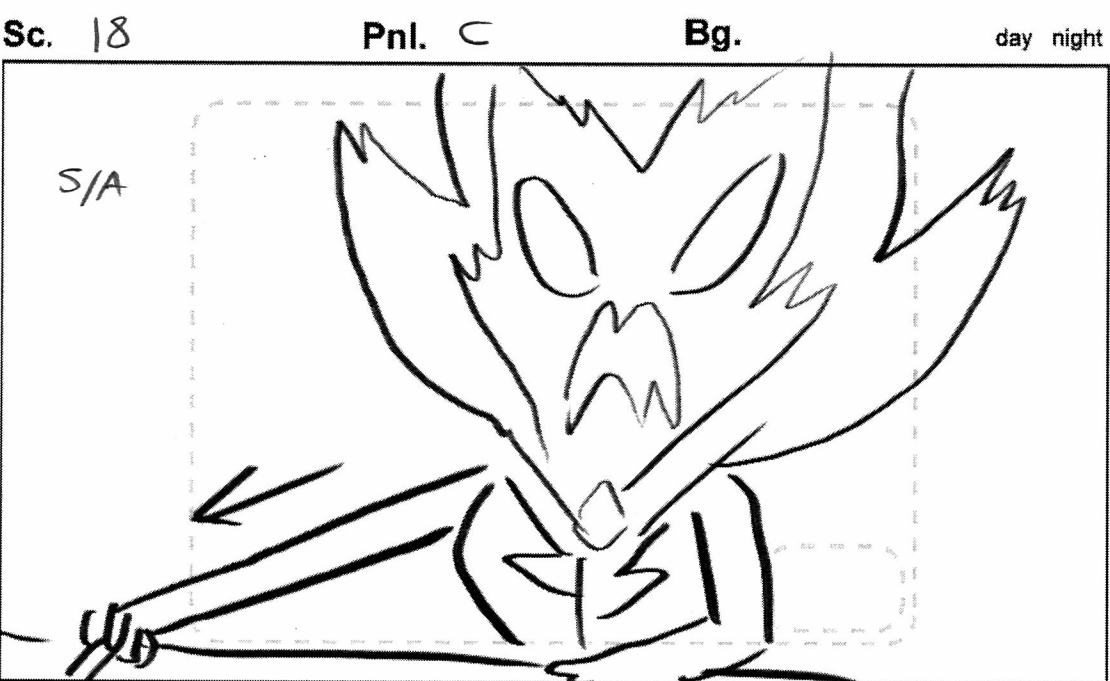
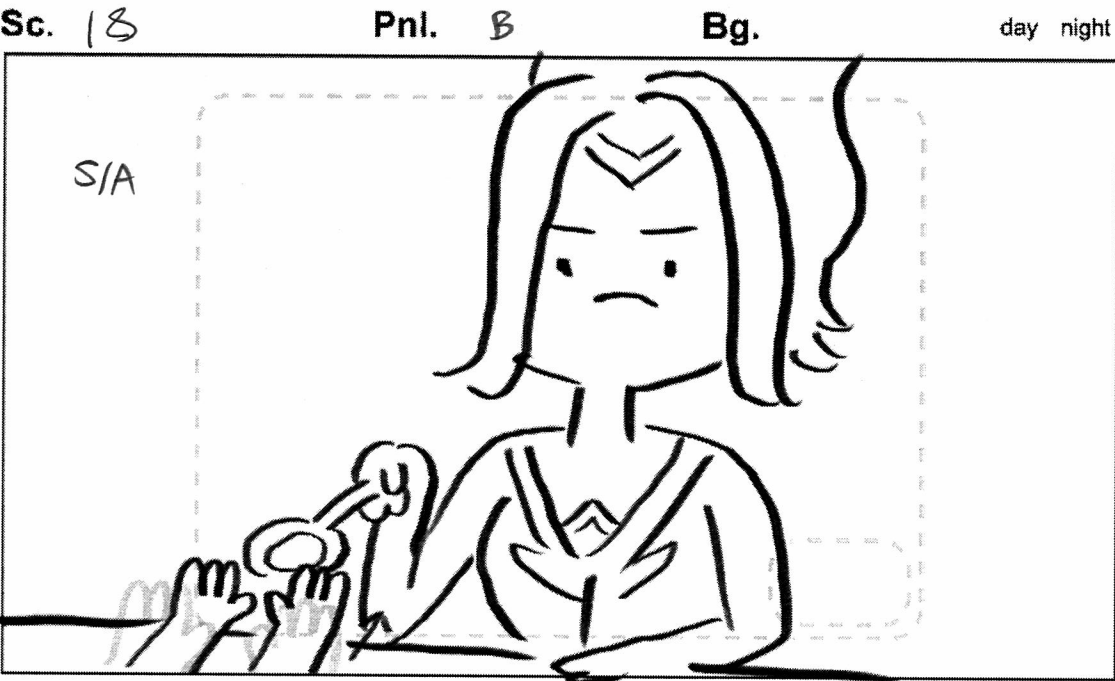
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ADVENTURE TIME



Dialog:	FP: EAT IT NOW!!
Action:	- FINN PUSHES SPOON BACK. - FP ERUPTS IN FLAME
Timing:	

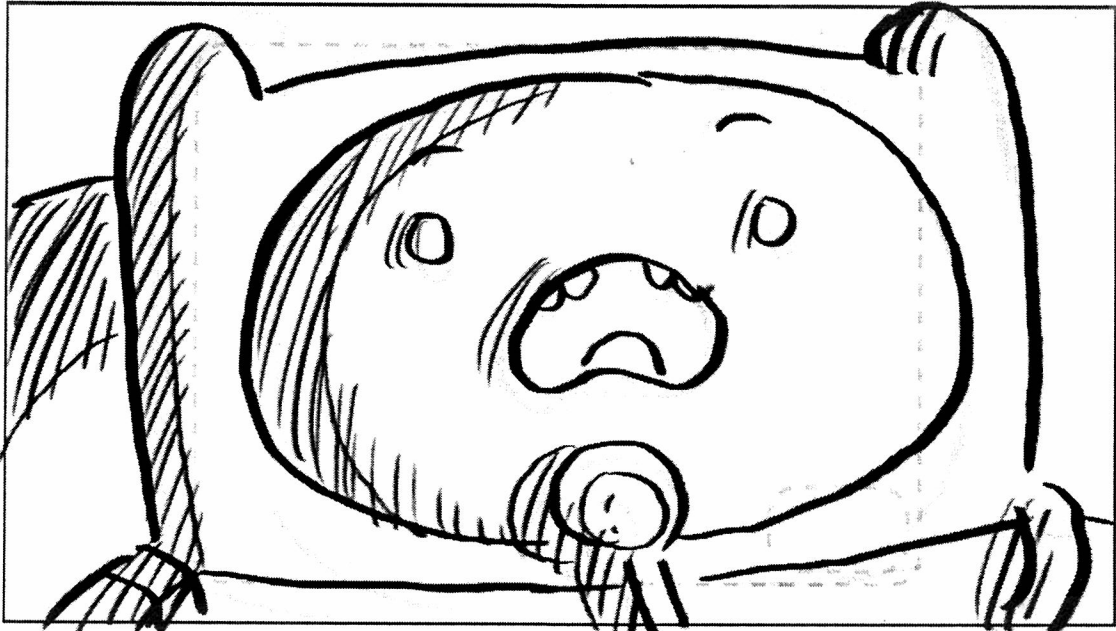
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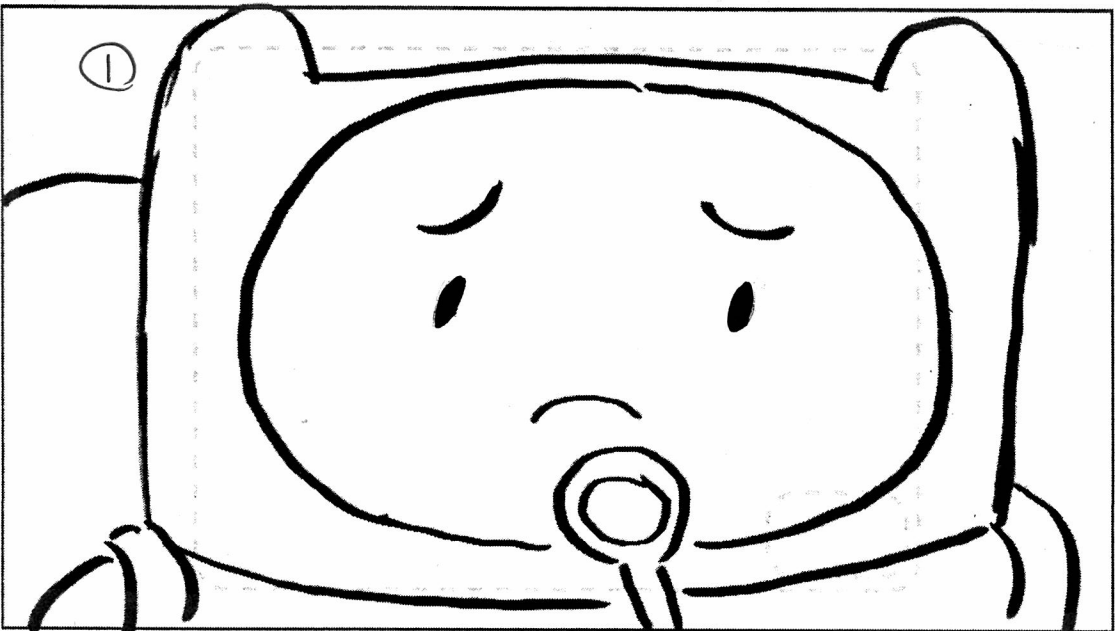
ADVENTURE TIME



Sc. 19 Pnl. A Bg. day night



Sc. 19 Pnl. B Bg. day night

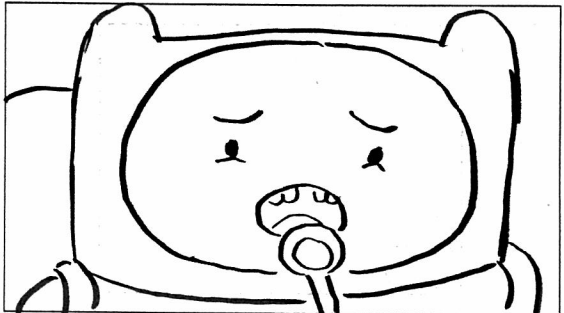


Dialog:

F: mm ...

Action: - FINN'S FACE IS LIT BY FP'S FLAME, - FLAME DIMS OFF/S. ②

Timing:



EPISODE # 100896

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ADVENTURE TIME

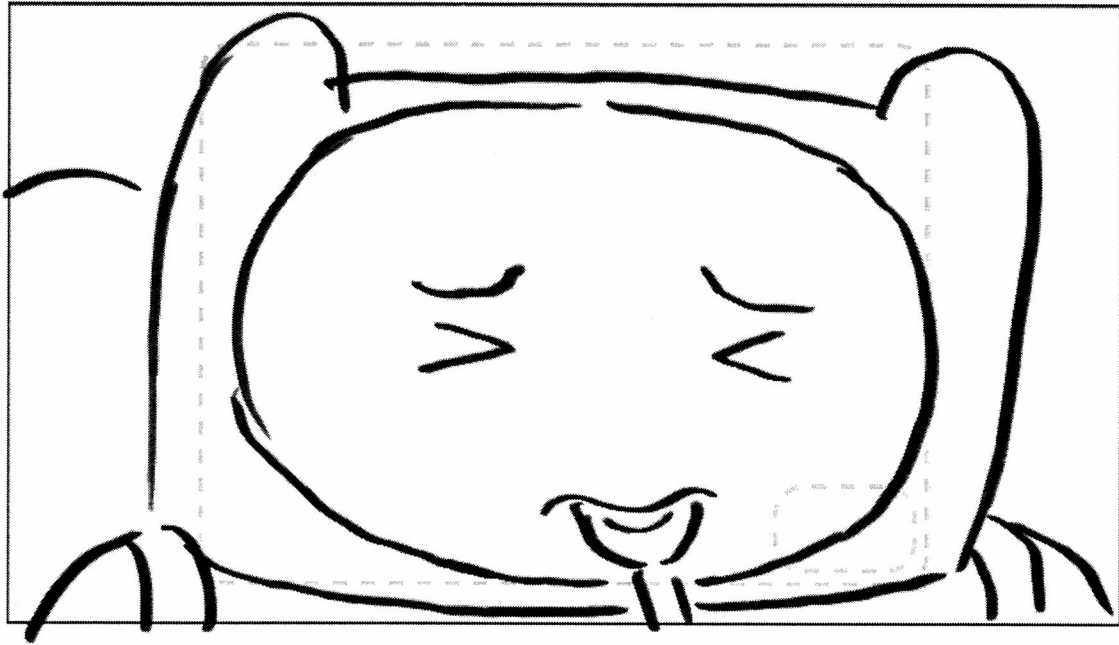


Sc. 19

Pnl. C

Bg.

day night

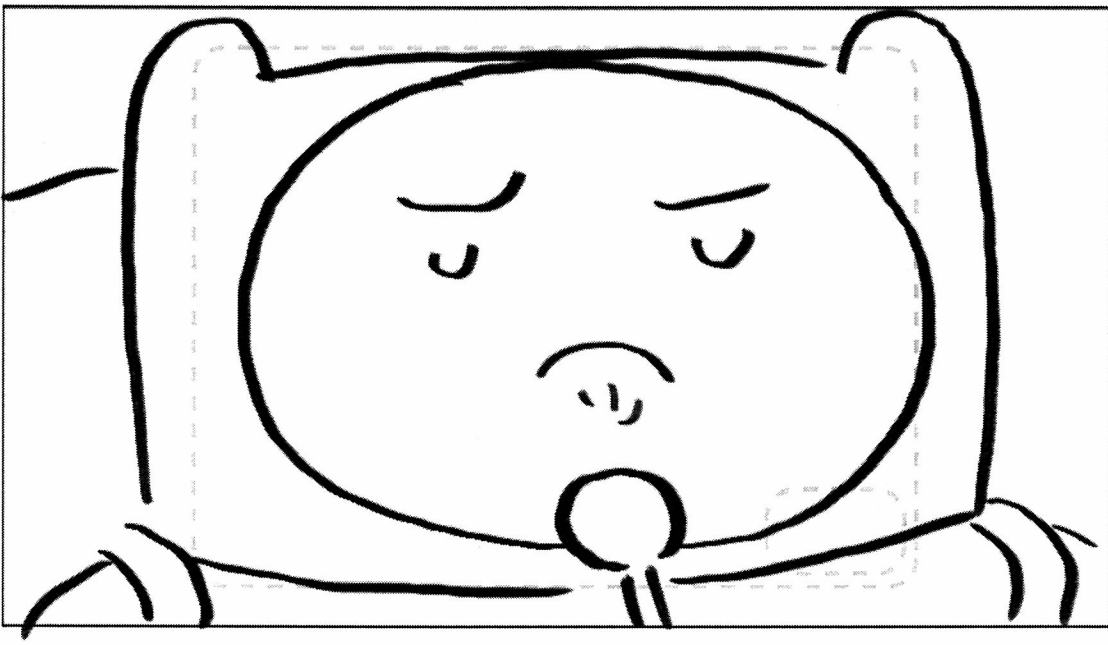


Sc. 19

Pnl. D

Bg.

day night



Dialog:

F: mmm ...

F: mmm ...

Action:

- FINN EATS SOUP.

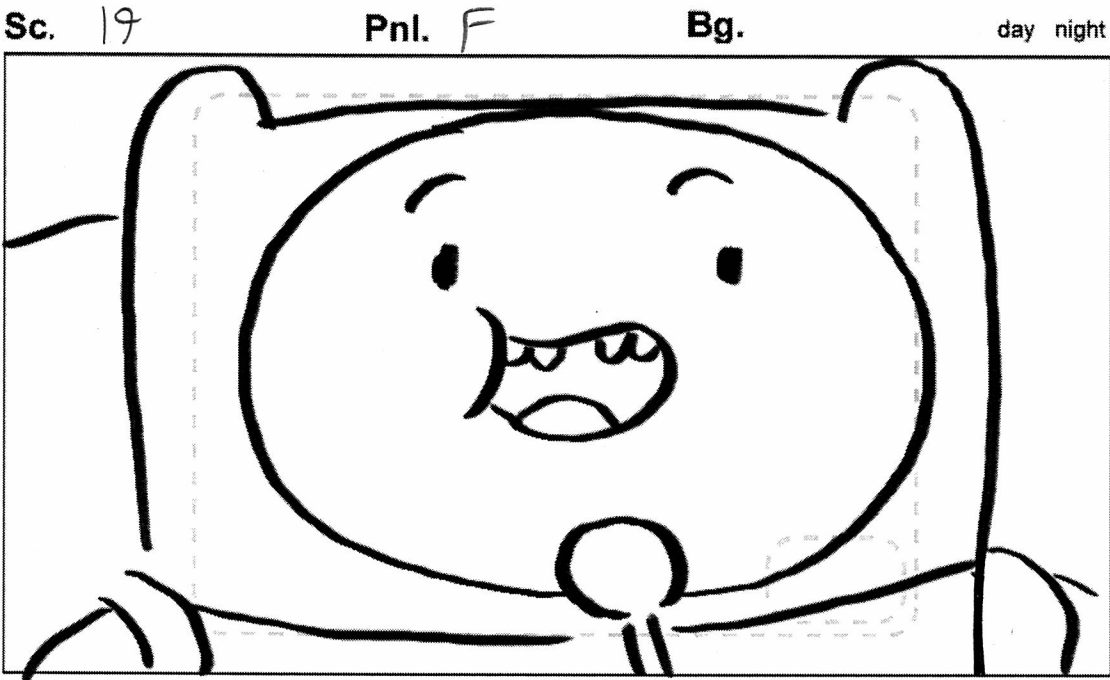
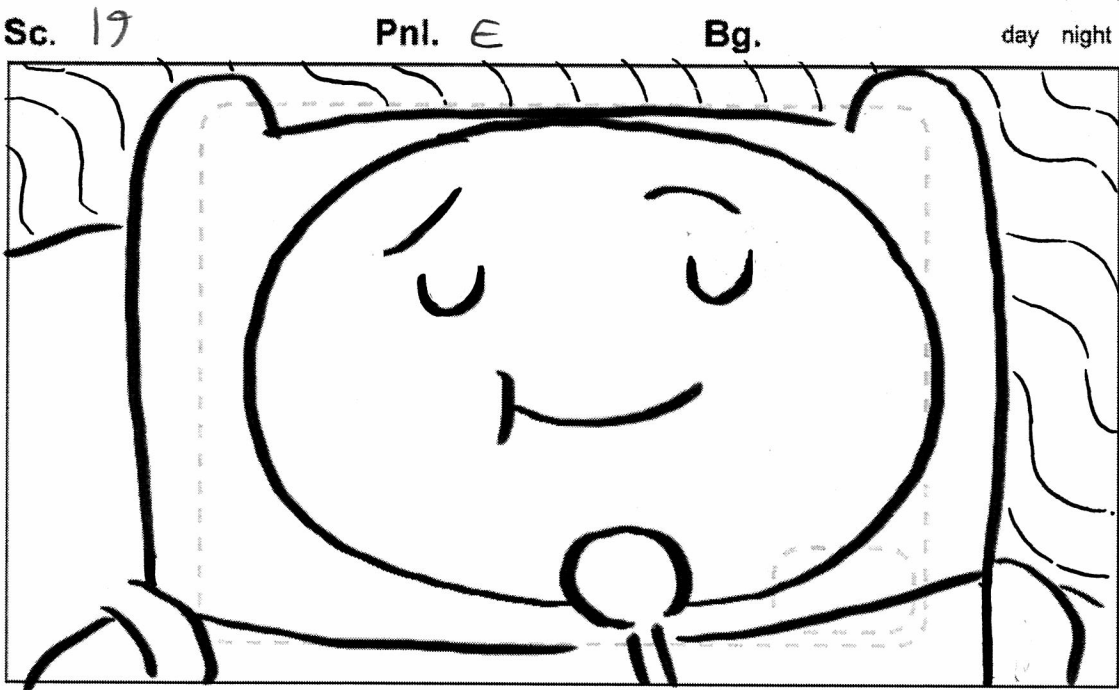
-F closes eyes

Timing:

100896
EPISODE #

Production :

ADVENTURE TIME



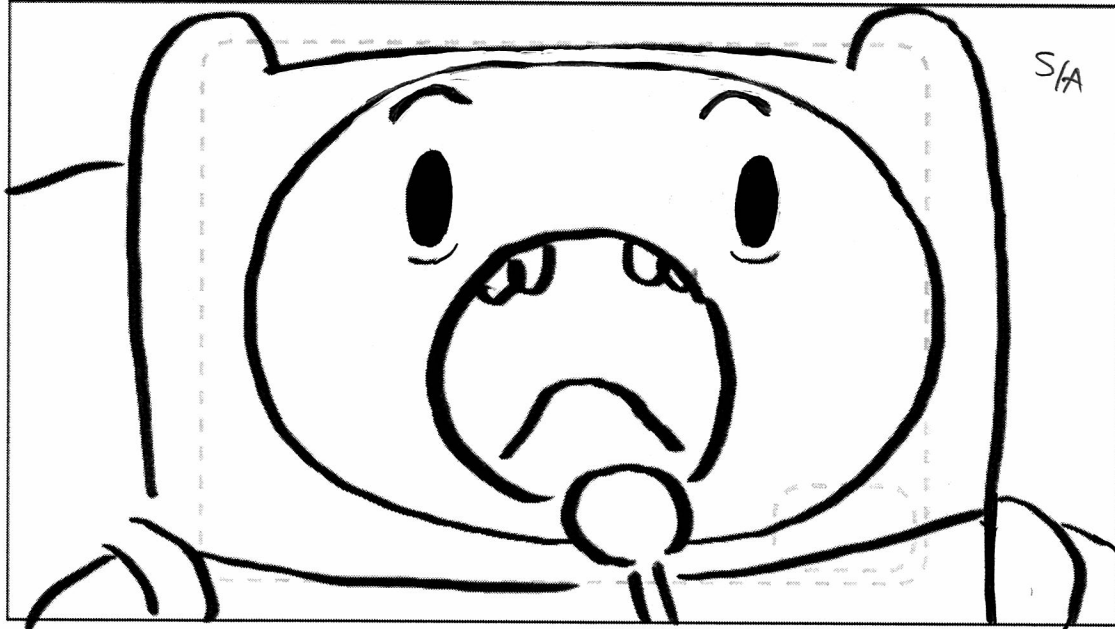
Dialog:	
F: mmm ...	E: what kind of...
Action:	
- BG WARPS AND CHANGES AGAIN - FINN SMILES.	- F. Opens eyes
Timing:	

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ADVENTURE TIME



Sc. 19 Pnl. G Bg. day night



Sc. 20 Pnl. A Bg. day night



Dialog:	<p><u>F</u>: AH!</p>
Action:	<p>- INT. TREEHOUSE</p>
Timing:	

100896
EPISODE #
Production :

ADVENTURE TIME



Sc. 20

Pnl. B

Bg.

day night



Sc. 20

Pnl. C

Bg.

day night



Dialog:

F: How ...

F: Did we get here?

Action:

Timing:

EPISODE #

Production :

100896

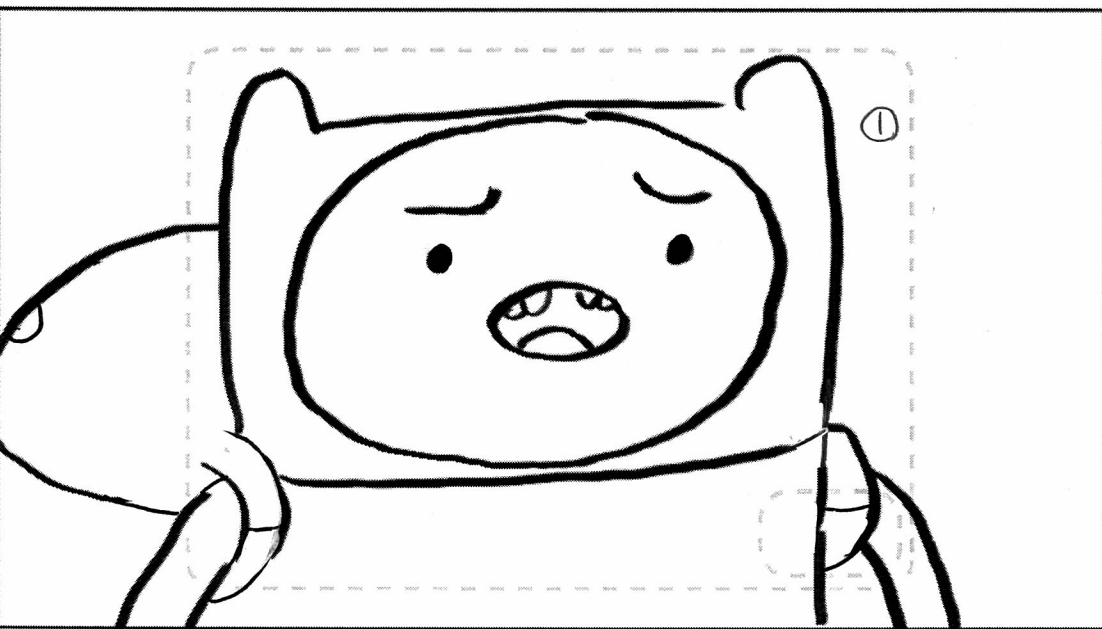
ADVENTURE TIME



Sc. 21 Pnl. A Bg. day night



Sc. 22 Pnl. A Bg. day night



Dialog:

FP: (MURMURING)
SOUP SOUP SOUPITY SOOUPS OUP

F: ① UHHH ... I'M GOOD ON THE SOUP.
③ NO MORE SOUP.

Action:

- FP'S EYES ARE MOUTHS
- FP LIFTS SPOON.

Timing:

100896
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ADVENTURE TIME

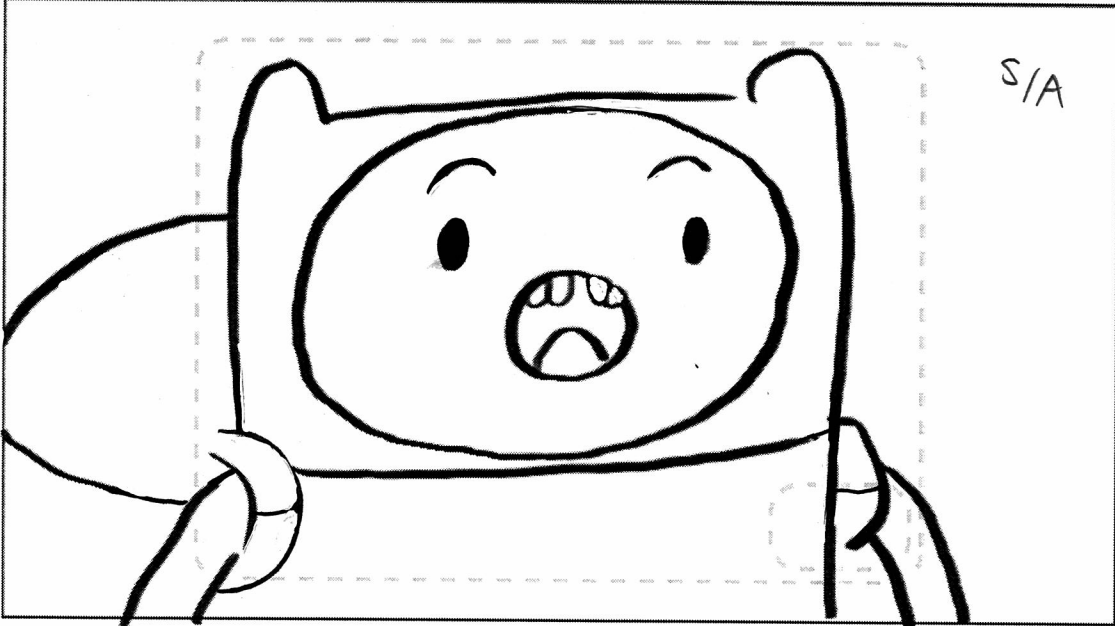


Sc. 22

Pnl. B

Bg.

day night

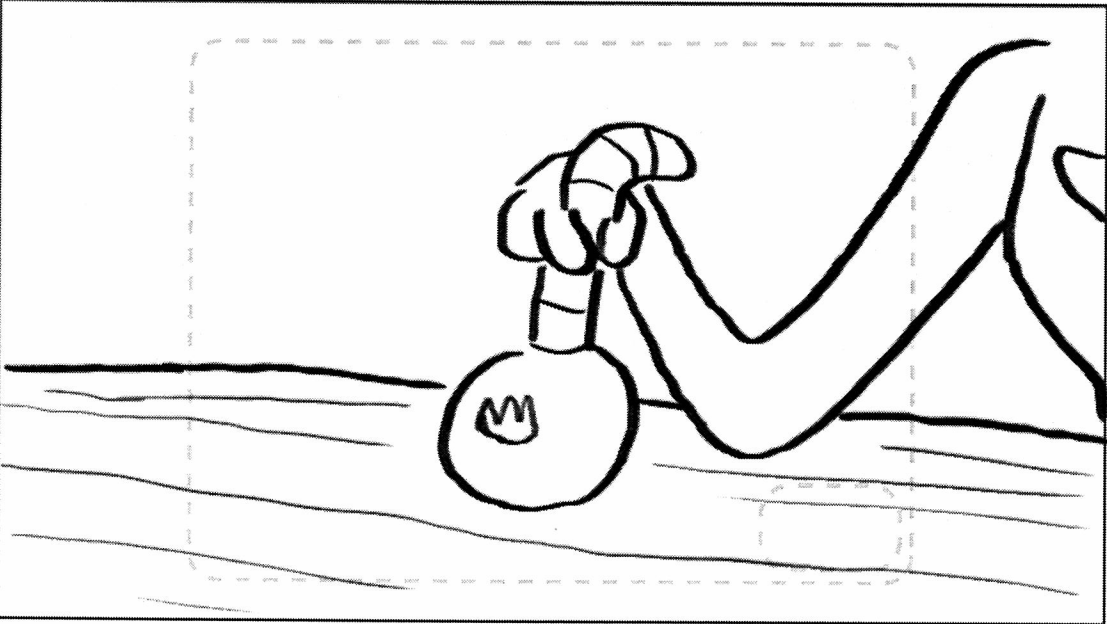


Sc. 23

Pnl. A

Bg.

day night



Dialog:	I: Huh?
Action:	- SPOON HAS BEEN REPLACED BY WORM KING.
Timing:	

968001
EPISODE #
100896
Production :

ADVENTURE TIME

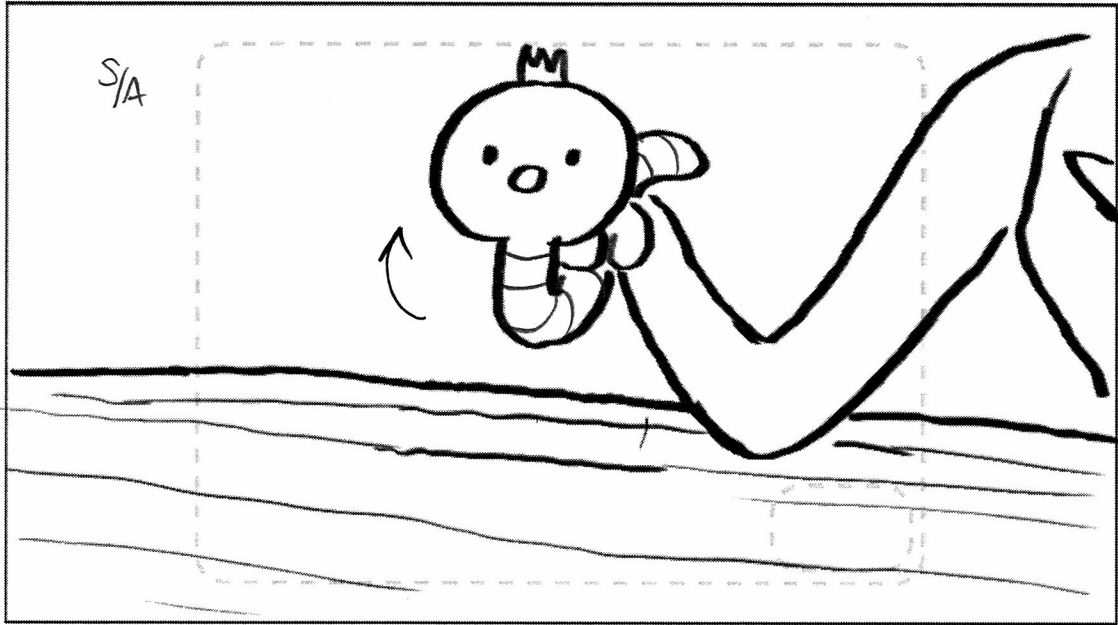


Sc. 23

Pnl. B

Bg.

day night

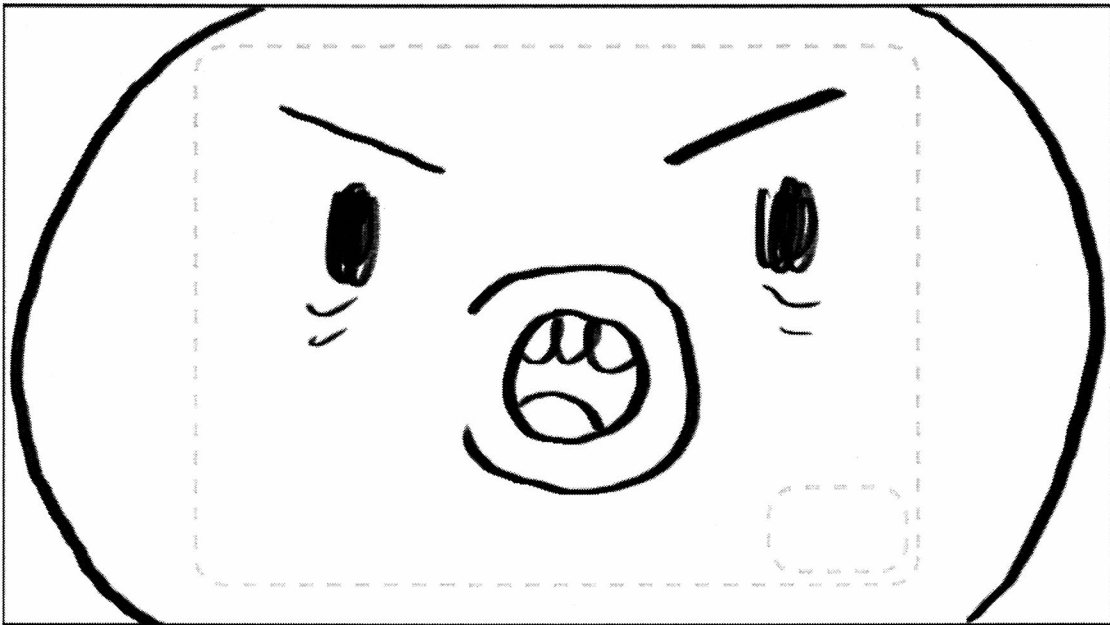


Sc. 24

Pnl. A

Bg.

day night



Dialog:	
Action:	-WORM LIFTS HIS HEAD UP.
Timing:	

I: YOU!

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ADVENTURE TIME

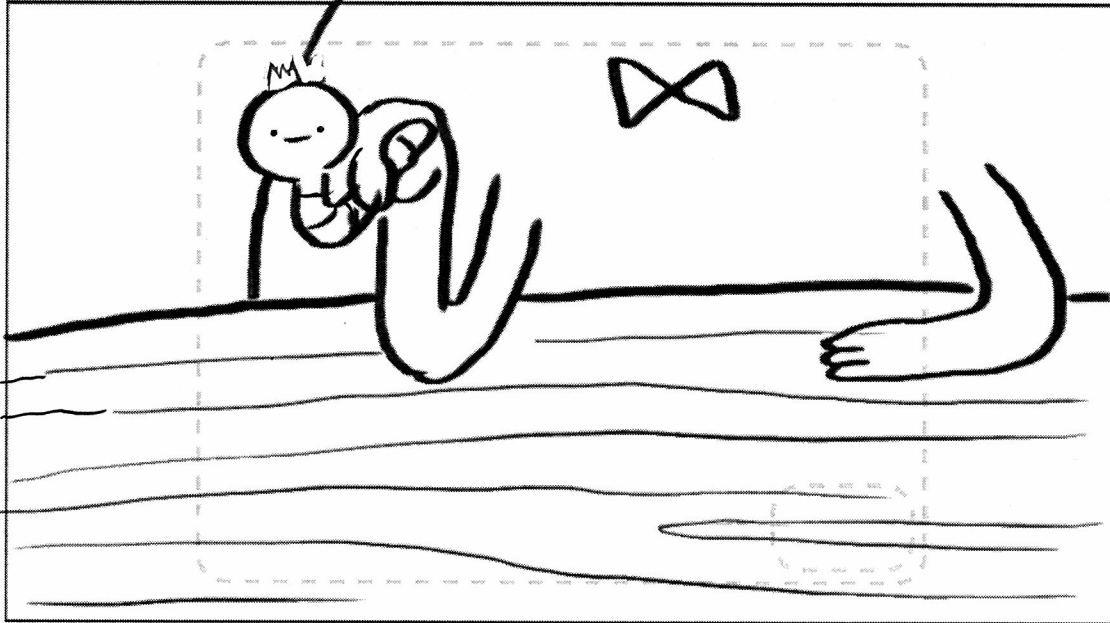


Sc. 25

Pnl. A

Bg.

day night

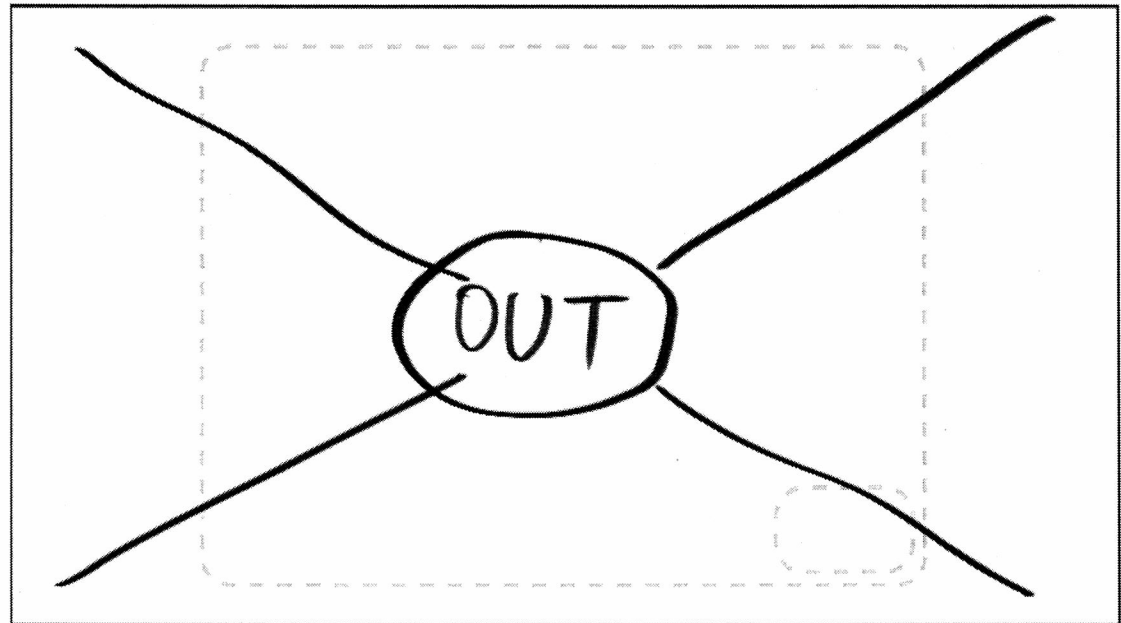


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

100896

EPISODE #

Production :

ADVENTURE TIME



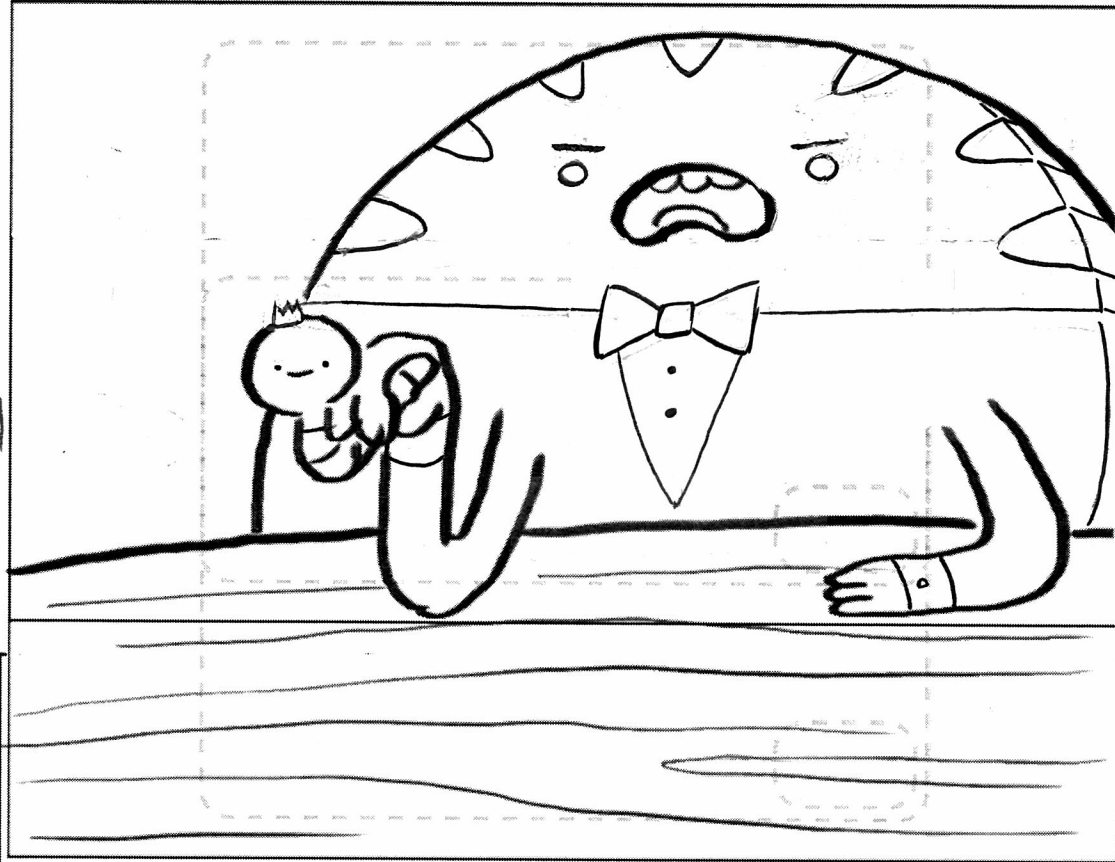
STOP

Sc. 25

Pnl. B

Bg.

day night

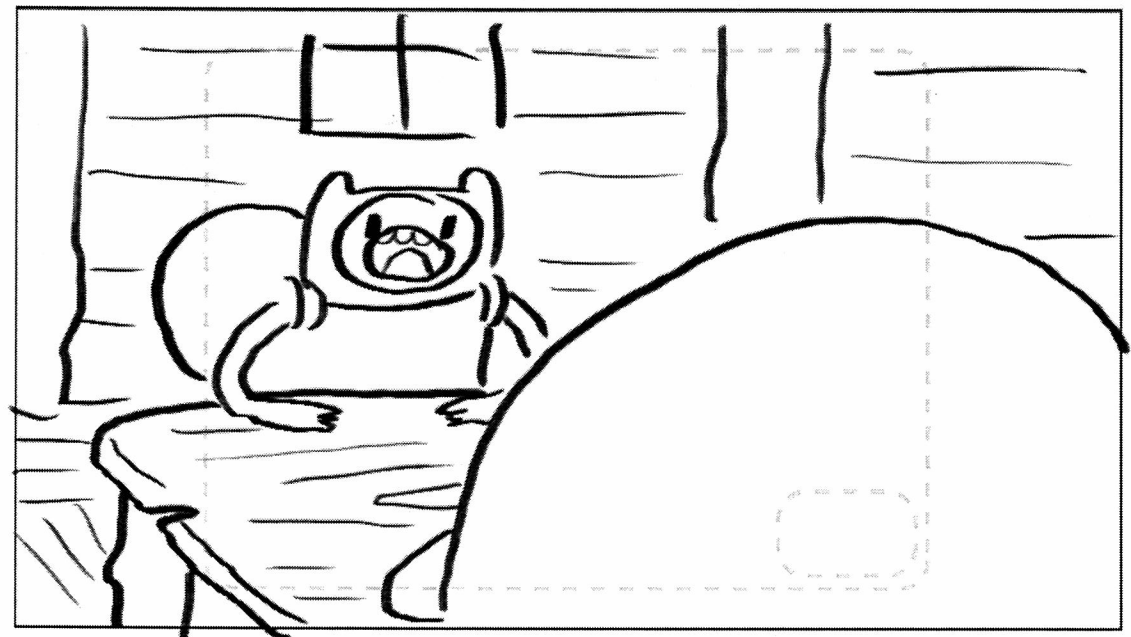


Sc. 26

Pnl. A

Bg.

day night



F: What!?

Action:

Pepbut: Sir ...

- PAN UP TO REVEAL
PEPPERMINT BUTLER
HOLDING WORM KING.

Timing:

100896

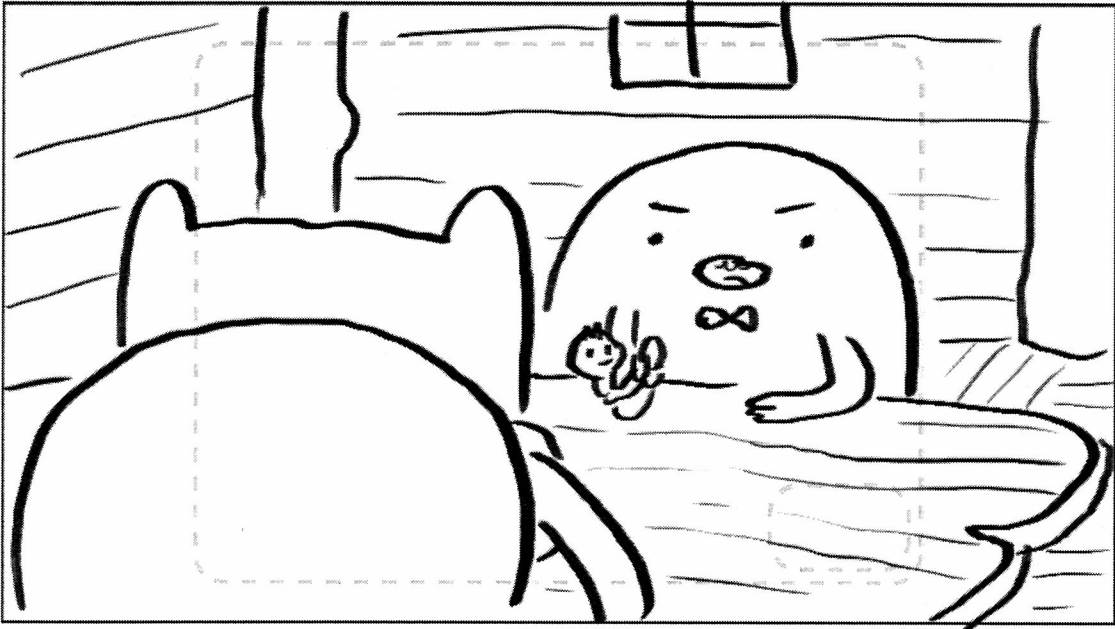
EPISODE #

Production :

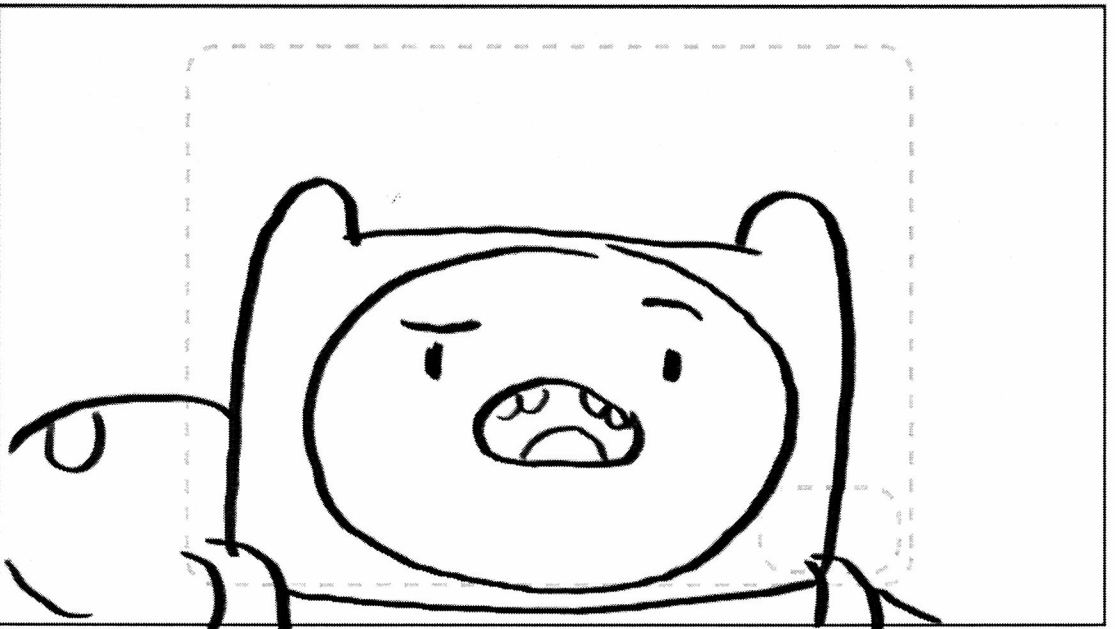
ADVENTURE TIME



Sc. 27 Pnl. A Bg. day night



Sc. 28 Pnl. A Bg. day night



Dialog:	
<u>PB</u> : YOU HAVEN'T MUCH TIME, SIR.	<u>E</u> : WHAT ARE YOU TALKING ABOUT?
Action:	
Timing:	

100896

EPISODE #

Production :

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ADVENTURE TIME

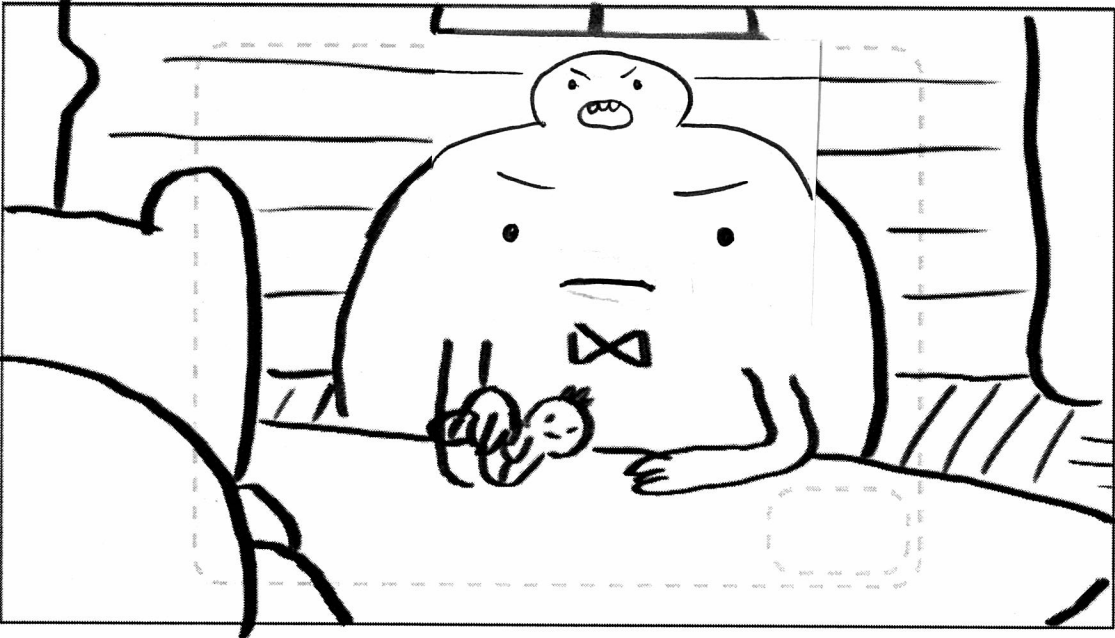


Sc. 29

Pnl. A

Bg.

day night

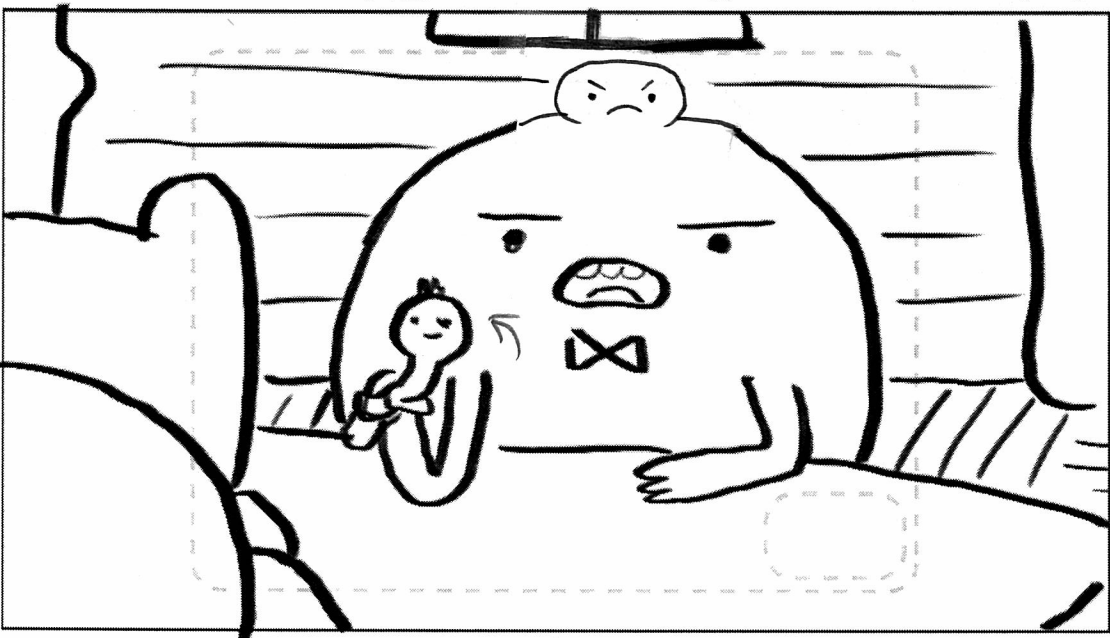


Sc. 29

Pnl. B

Bg.

day night



<p>Dialog:</p> <p>PB: You are trapped in a dream ..</p>	<p>PB: And you are in danger ..</p>
<p>Action:</p> <p>- SMALL HEAD ON TOP OF PEPPERMINT BUTLER'S HEAD TALKS</p>	<p>- PEPPERMINT BUTLER'S REGULAR FACE TALKS.</p>
<p>Timing:</p>	

100896
EPISODE #
Production :

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ADVENTURE TIME

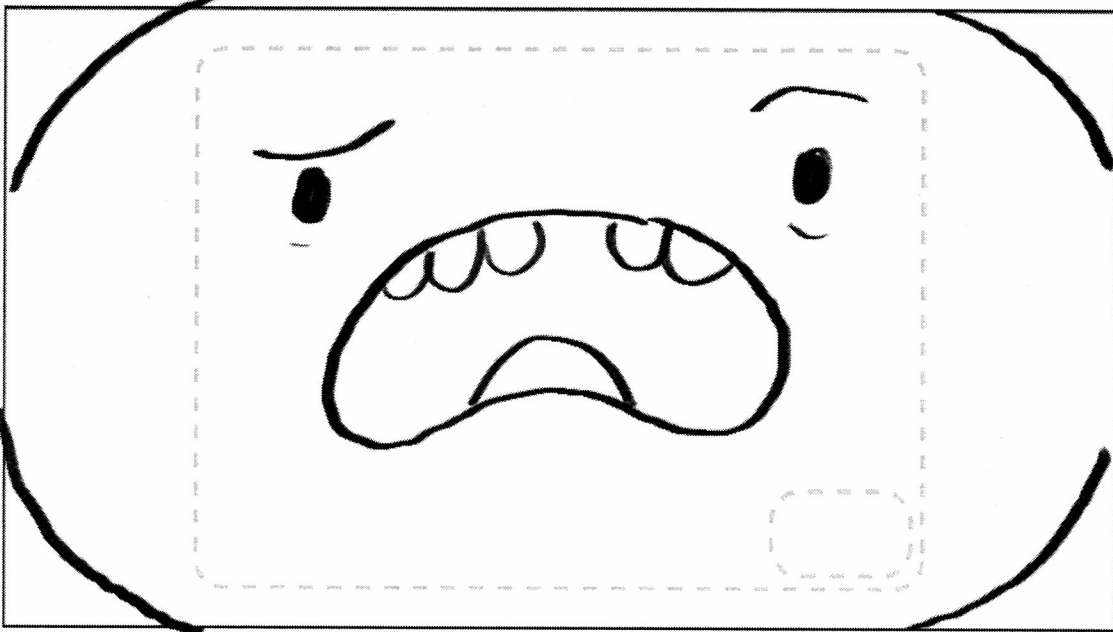


Sc. 30

Pnl. A

Bg.

day night

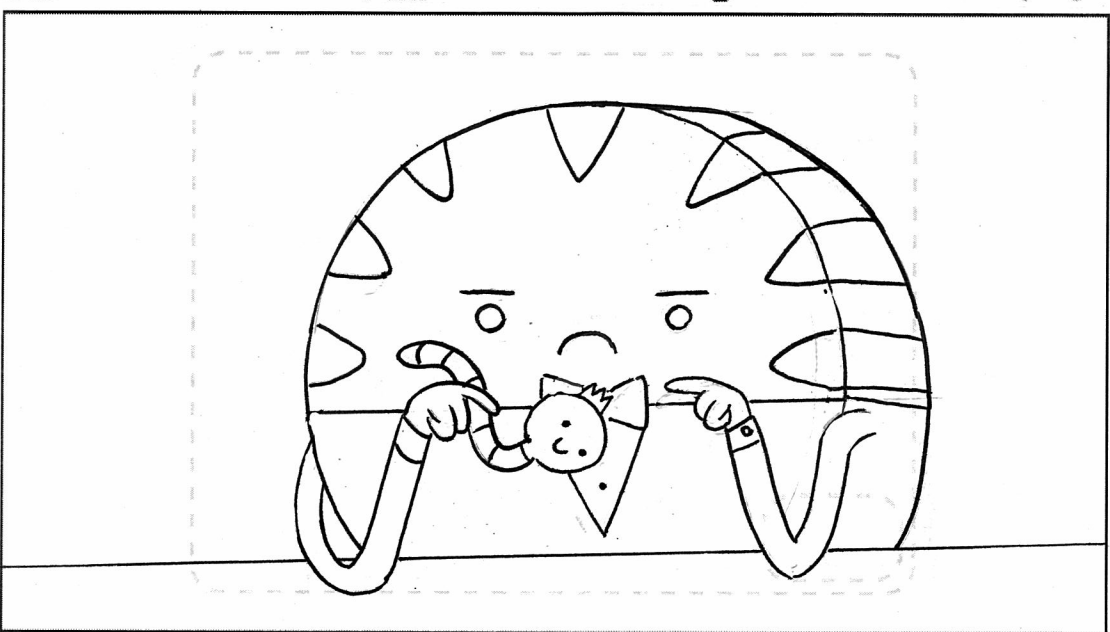


Sc. 31

Pnl. A

Bg.

day night



Dialog:

F: UHH... I HAVE NO IDEA WHAT YOU'RE TALKING ABOUT.

Action:

Timing:

100896
EPISODE #
Production :

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ADVENTURE TIME



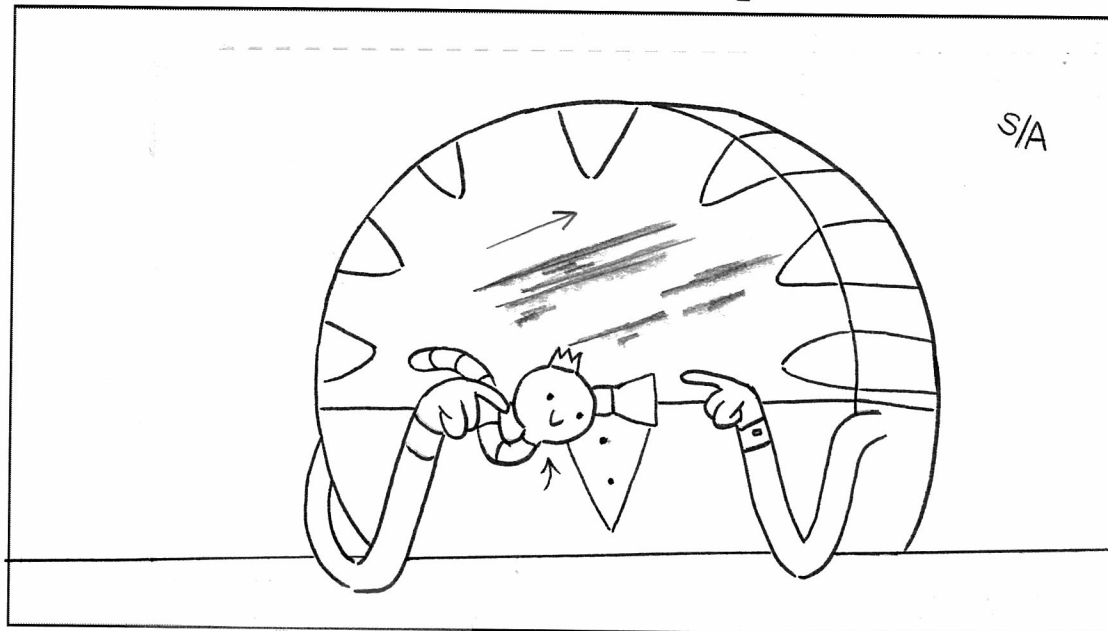
Page 39

Sc. 31

Pnl. B

Bg.

day night

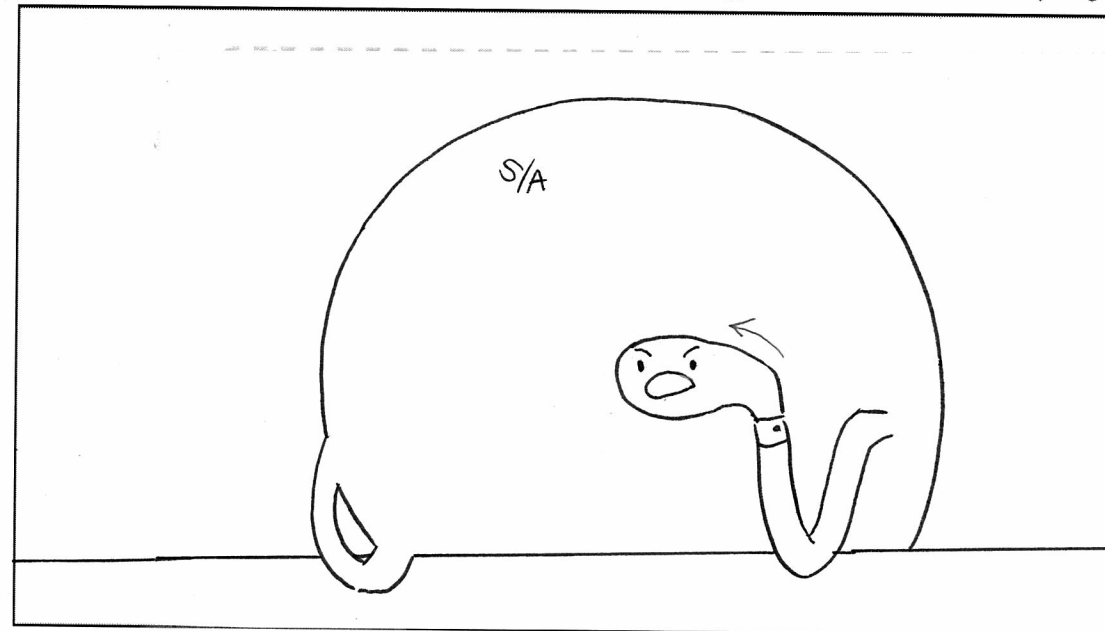


Sc. 31

Pnl. C

Bg.

day night



Dialog:

PB: (HAND)
YOU NEED TO FIND THIS WORM
AND BREAK IT!!!

Action:

- PEPPERMINT BUTLER'S FACE SMUDGES
LIKE BRUSHED CHARCOAL.

- A FACE POPS ONTO PEPPERMINT BUTLER'S HAND

Timing:

EPISODE # 100896

Production :

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ADVENTURE TIME



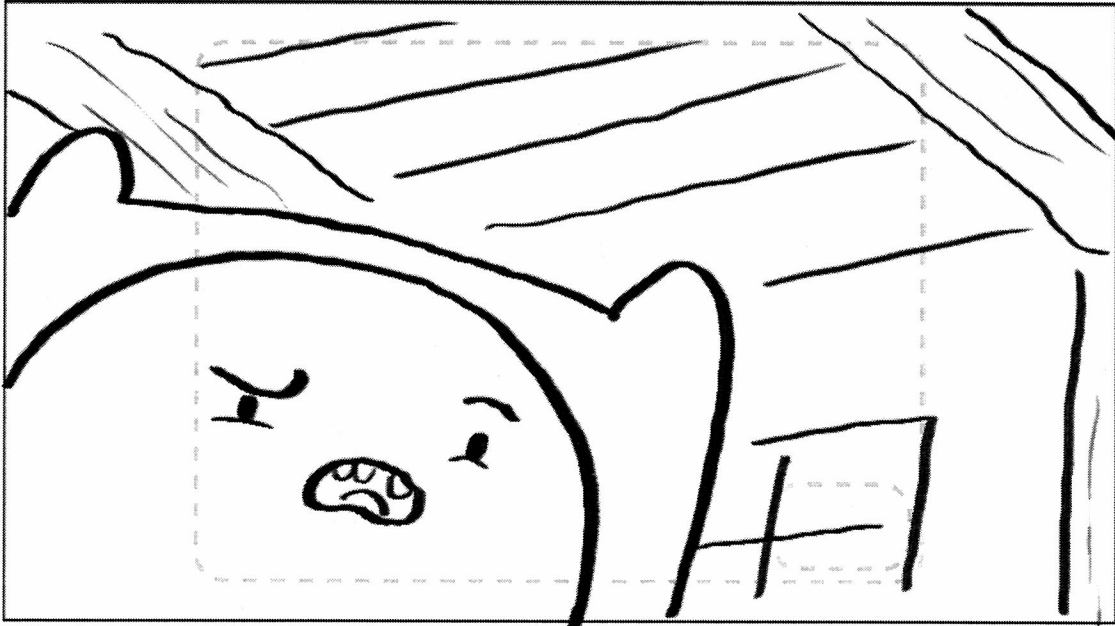
Page 40

Sc. 32

Pnl. A

Bg.

day night

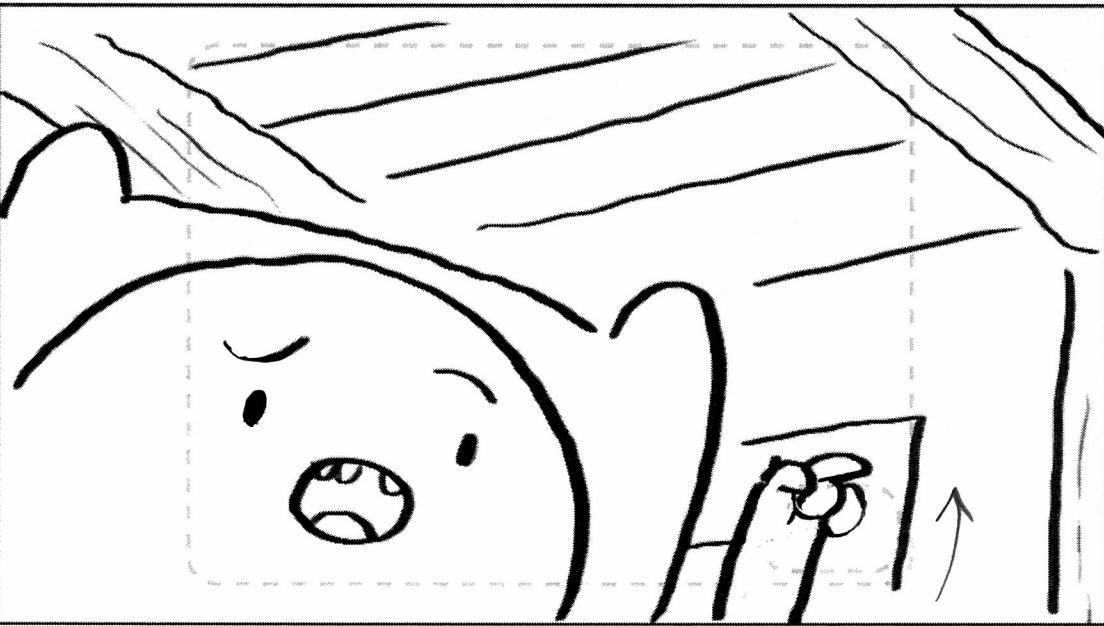


Sc. 32

Pnl. B

Bg.

day night



Dialog:

F: find the worm? F: BUT YOU'VE GOT HIM RIGHT THERE.

Action:

- FINN POINTS AT SPOON

Timing:

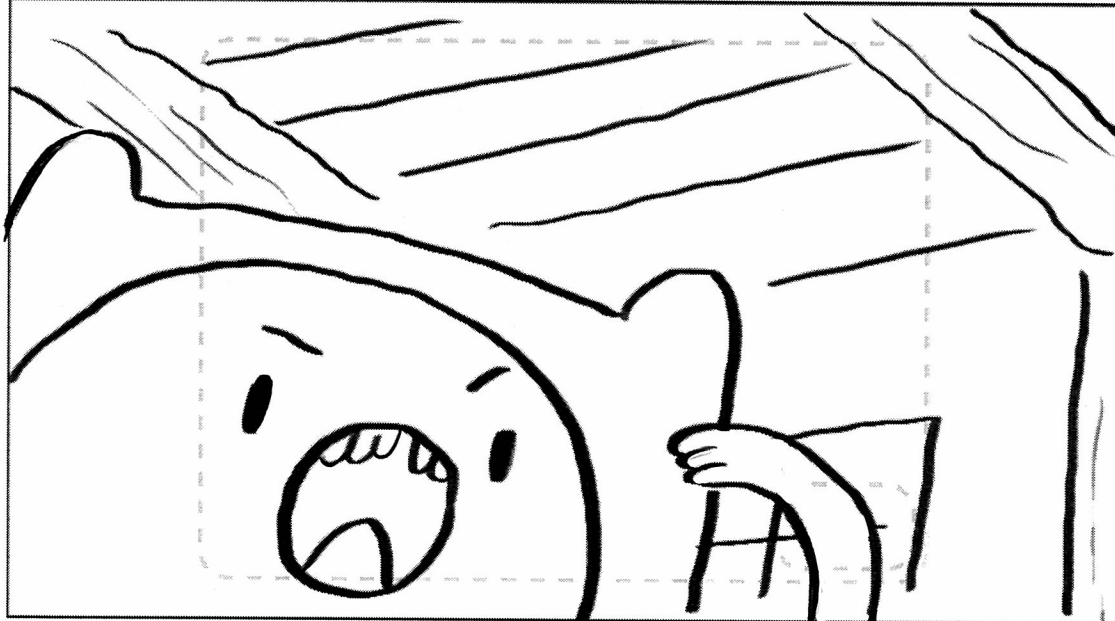
100896
EPISODE #
Production :

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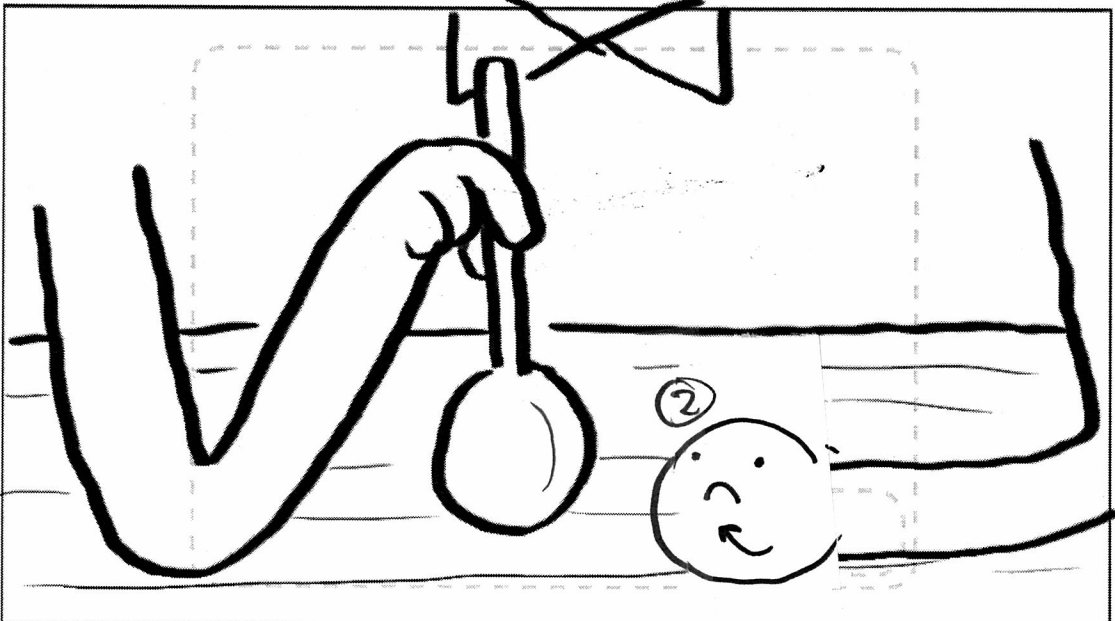
ADVENTURE TIME



Sc. 32 Pnl. C Bg. day night



Sc. 33 Pnl. A Bg. day night



Dialog:	
F: [Gasp]	
Action:	-FACE ON PEPPERMINT BUTLER'S HAND LOOKS TO SPOON
Timing:	

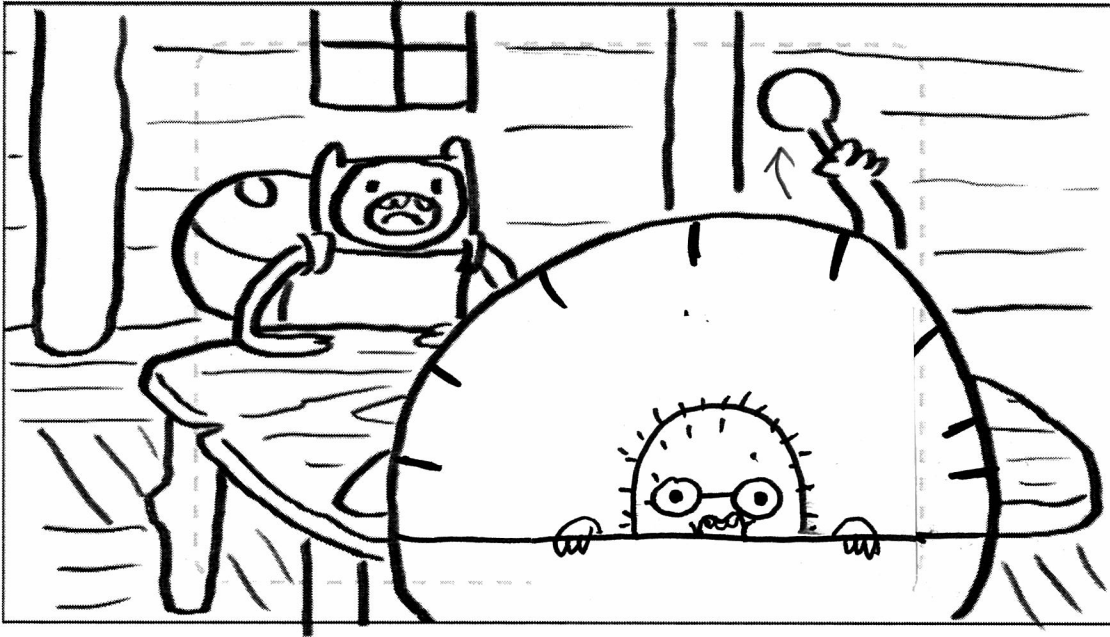


100896
EPISODE #
Production :

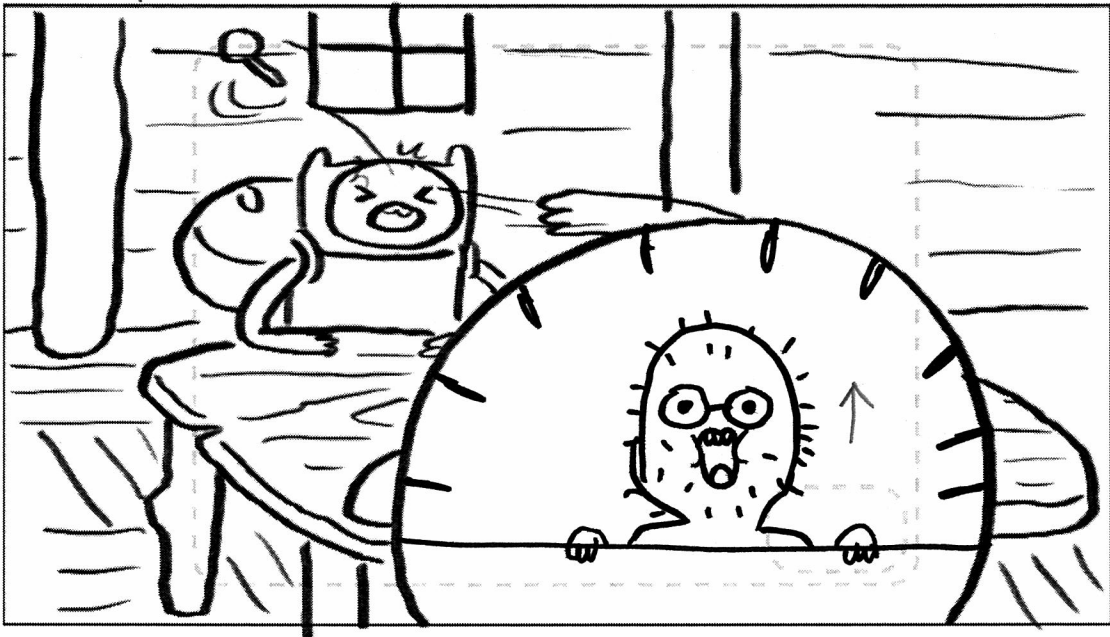
ADVENTURE TIME



Sc. 34 Pnl. A Bg. day night



Sc. 34 Pnl. B Bg. day night



Dialog:	
PHIL : SATORI!	
Action:	
- PHIL PEEKS OUT FROM PEP BUT'S SUIT	- PEPPERMINT BUTLER THROWS SPOON AT FINN'S HEAD.
- PEP-BUT RAISES SPOON	- SPOON HITS FINN
Timing:	

100896
EPISODE #
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ADVENTURE TIME



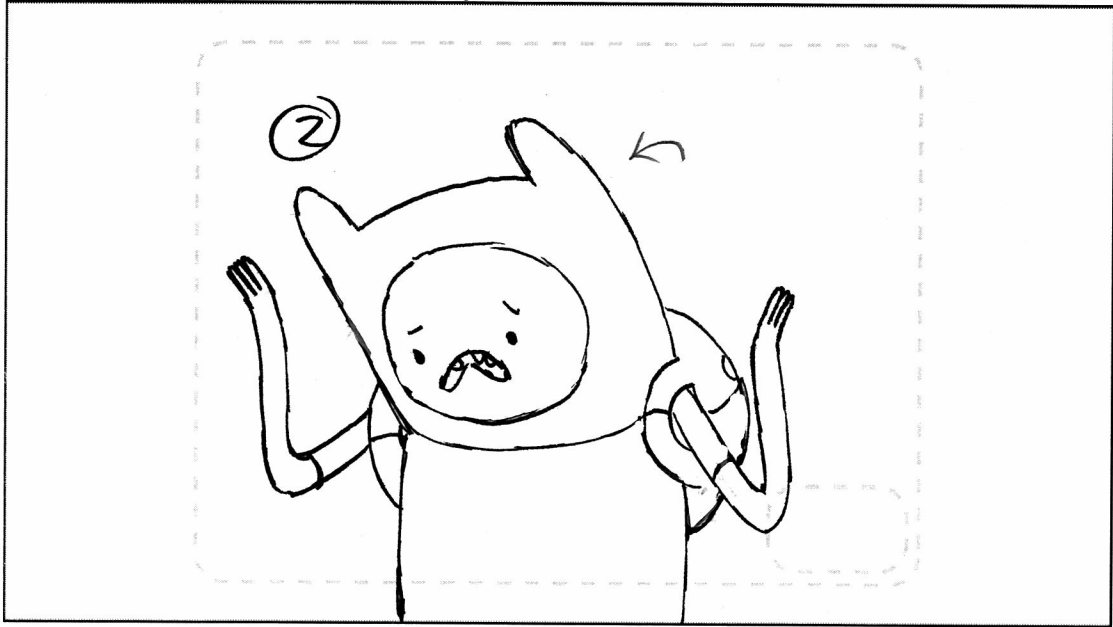
Page 43

Sc. 35

Pnl. A

Bg.

day night

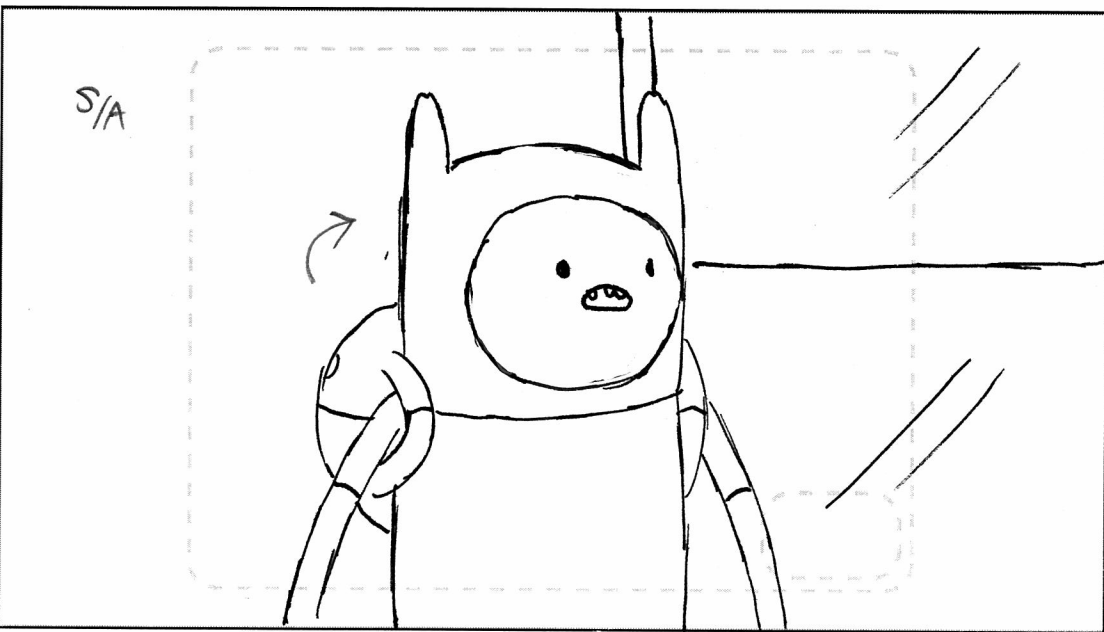


Sc. 35

Pnl. B

Bg.

day night



Dialog:	F: huzzawubiya?
Action:	-JUMP CUT (1) TO LIBRARY.
Timing:	

100896
EPISODE #
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ADVENTURE TIME

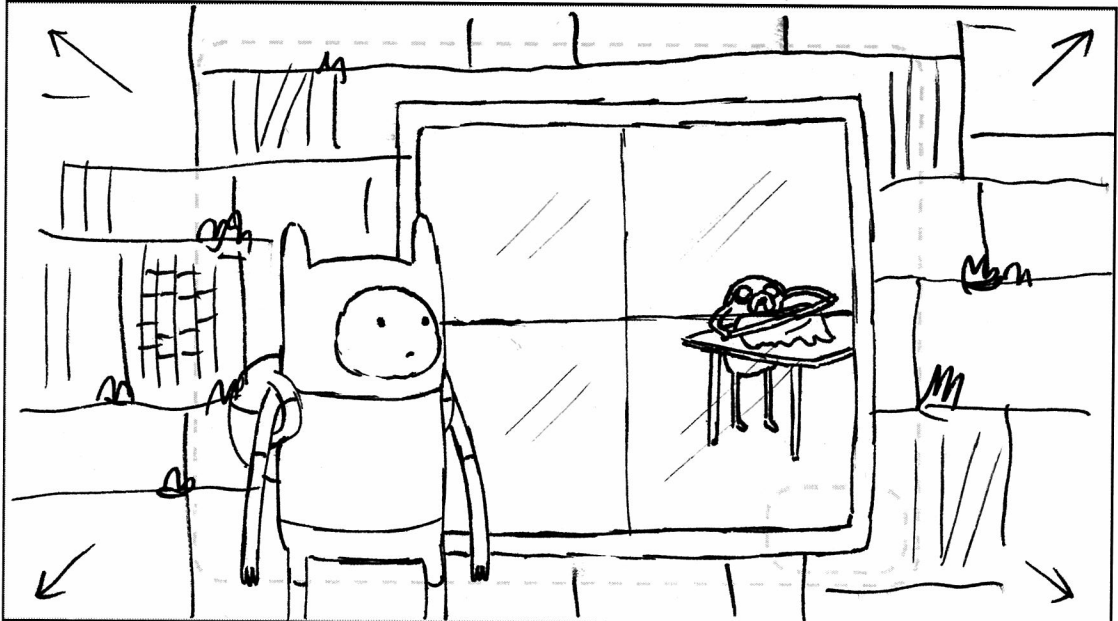


Sc. 35

Pnl. C

Bg.

day night



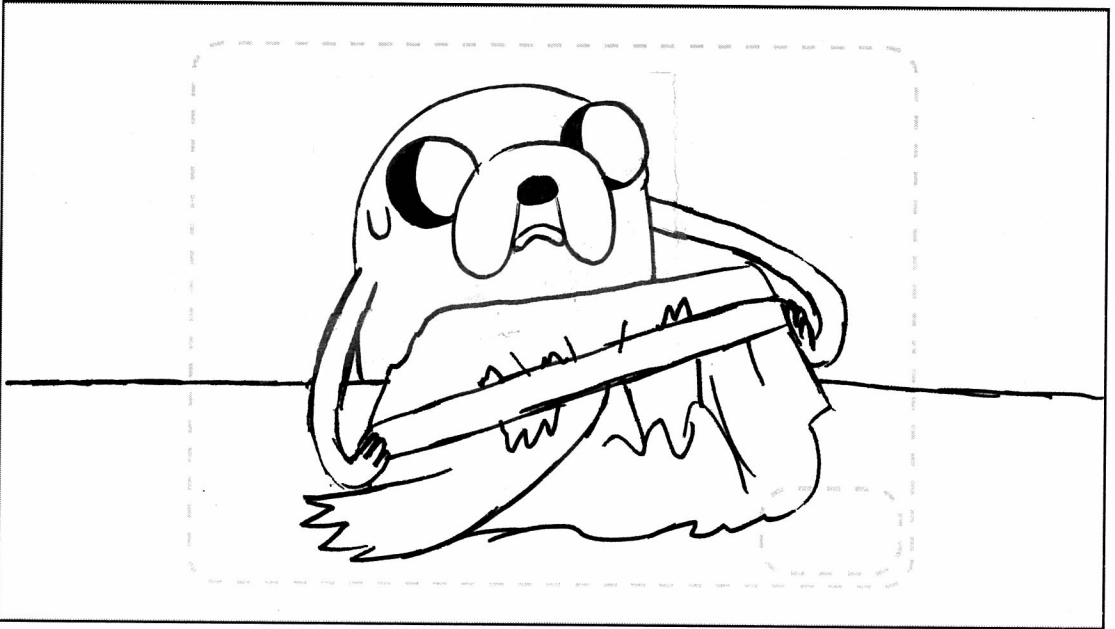
END

Sc. 36

Pnl. A

Bg.

day night



Dialog:

Action:

- TRUCK OUT TO REVEAL FINN STANDING IN FRONT A WALL OF BOOKS WITH A WINDOW IN IT.
- JAKE IS WRAPPING A STRANGELY-SHAPED BIRTHDAY BIRTHDAY PRESENT.
- Jake tries to tape the wrapping paper.
- JAKE IS UNCOMFORTABLE

Timing:

100066
EPISODE #
Production :

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ADVENTURE TIME

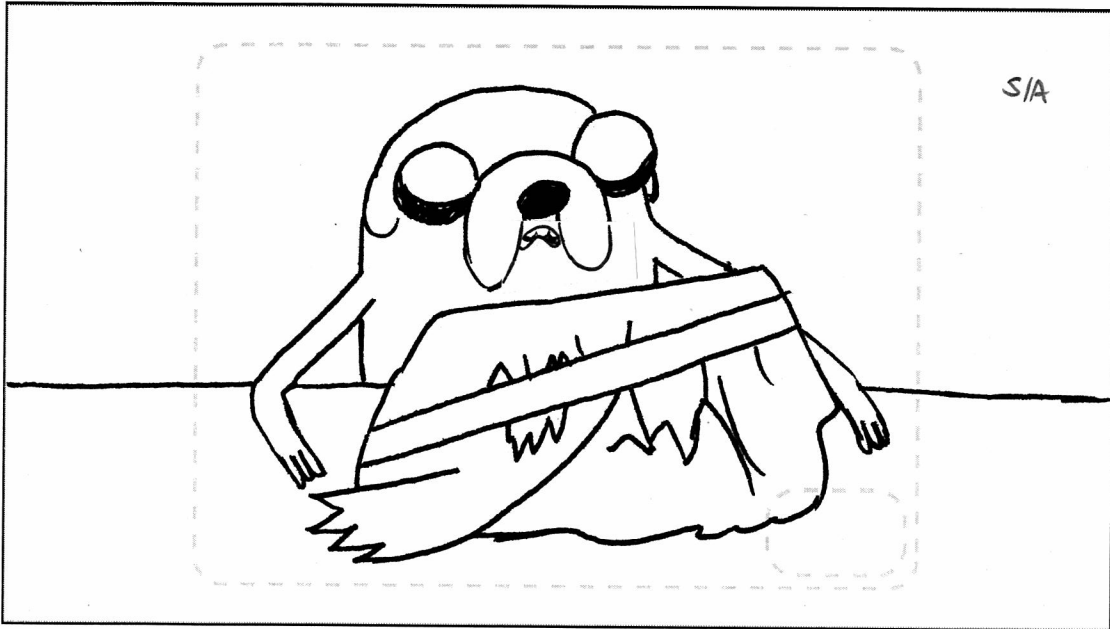


Sc. 36

Pnl. B

Bg.

day night

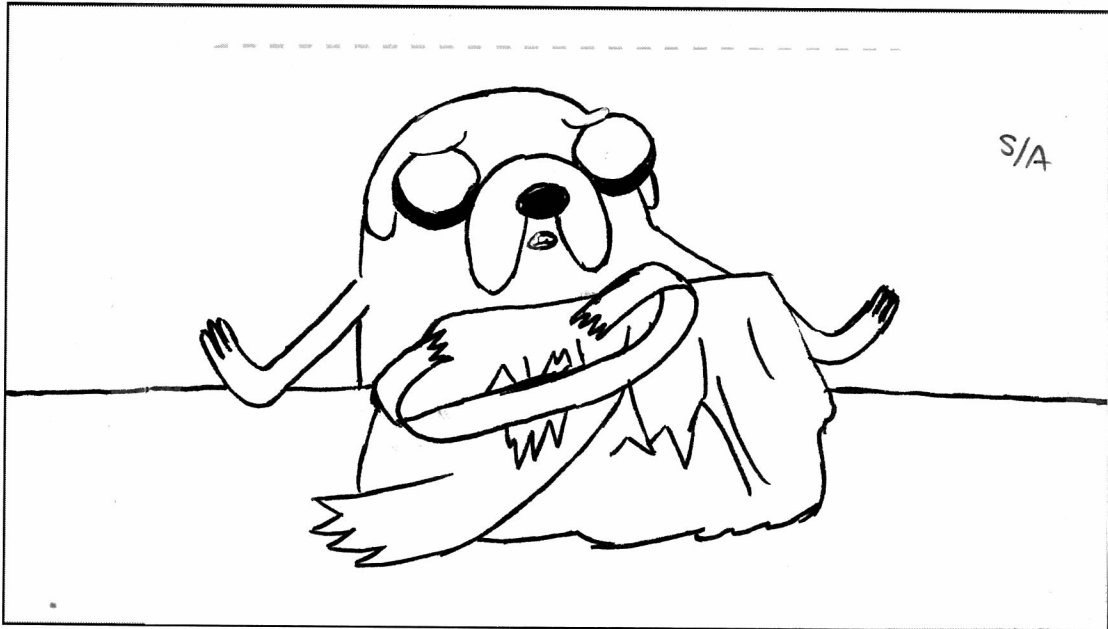


Sc. 36

Pnl. C

Bg.

day night



Dialog:	
Action:	- But the tape won't stick.
Timing:	

100096
EPISODE #
Production :

ADVENTURE TIME



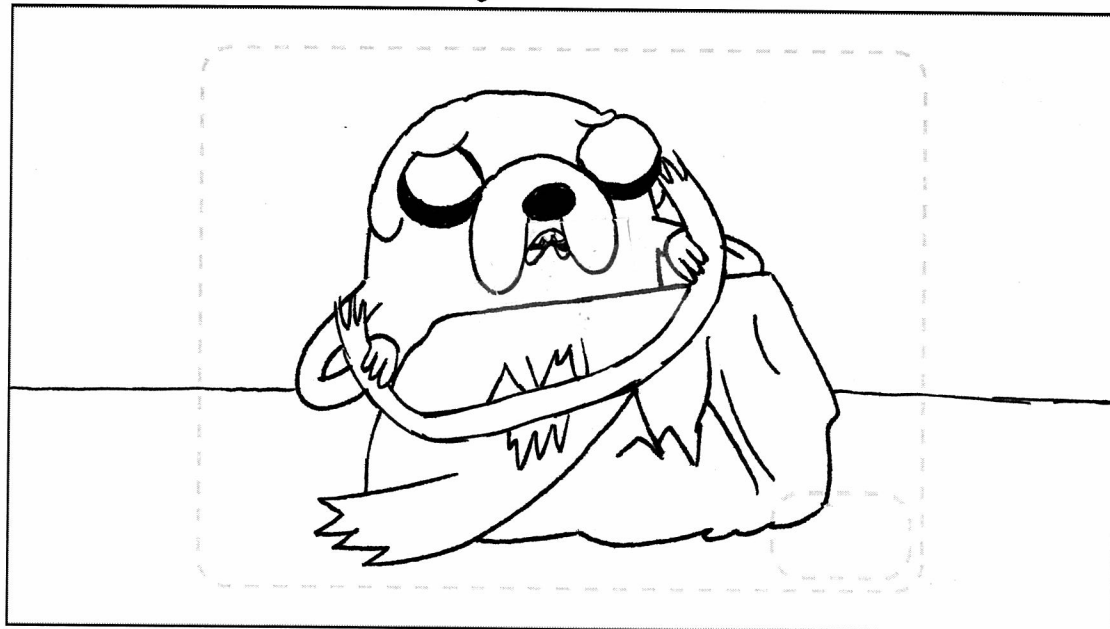
Page 46

Sc. 36

Pnl. D

Bg.

day night

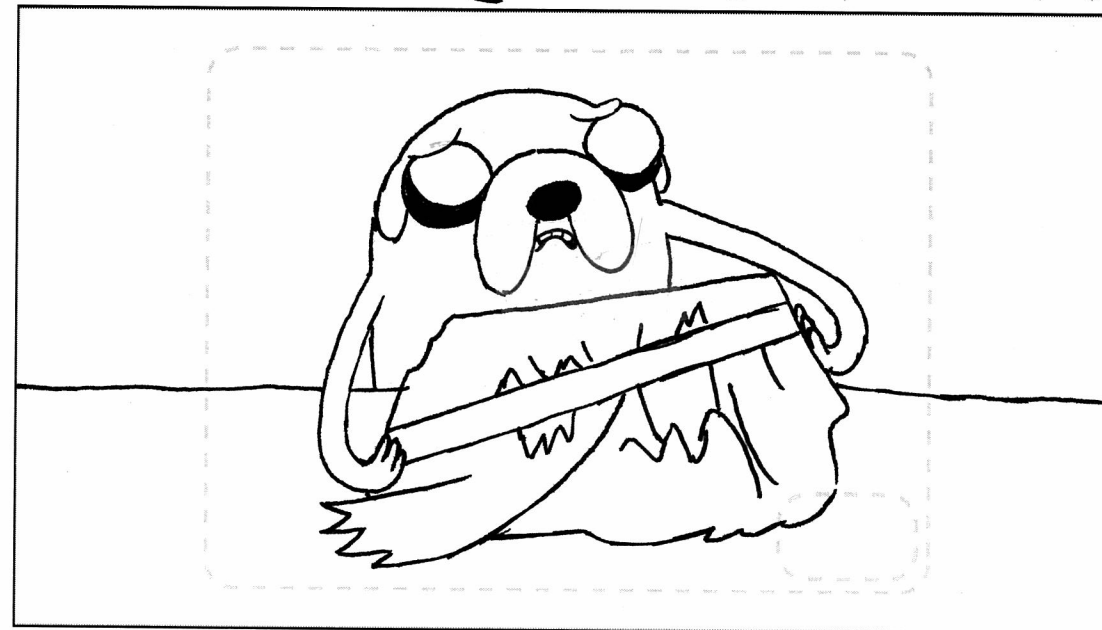


Sc. 36

Pnl. E

Bg.

day night



Dialog:

Action: - JAKE GRABS TAPE AGAIN.

- JAKE TRIES TO REAPPLY TAPE.

Timing:

100896

EPISODE #

Production :

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ADVENTURE TIME

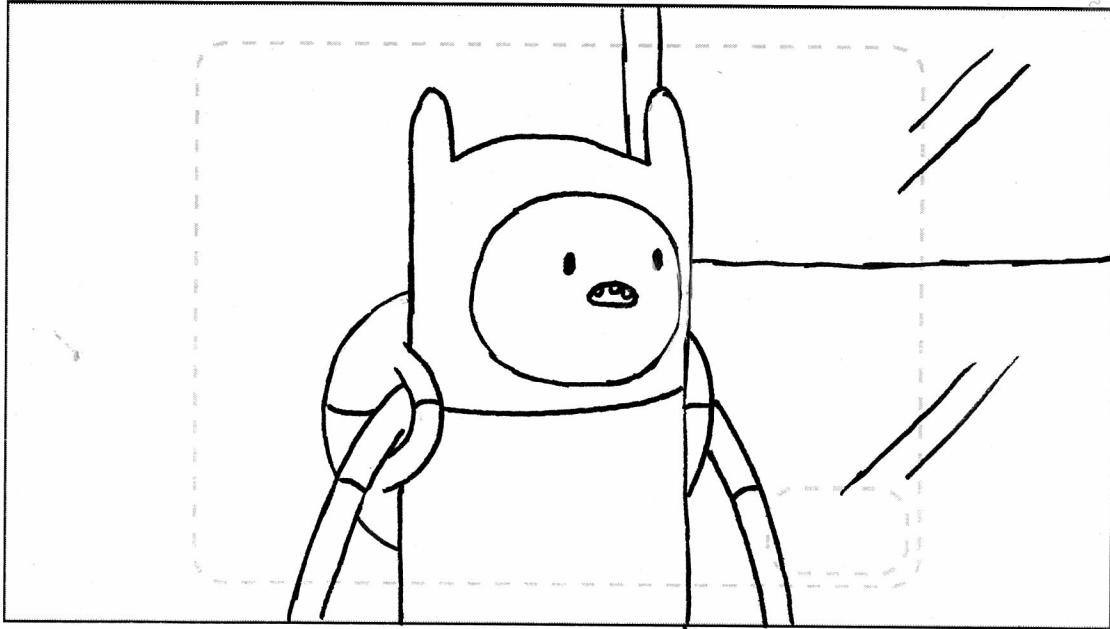


Sc. 37

Pnl. A

Bg.

day night



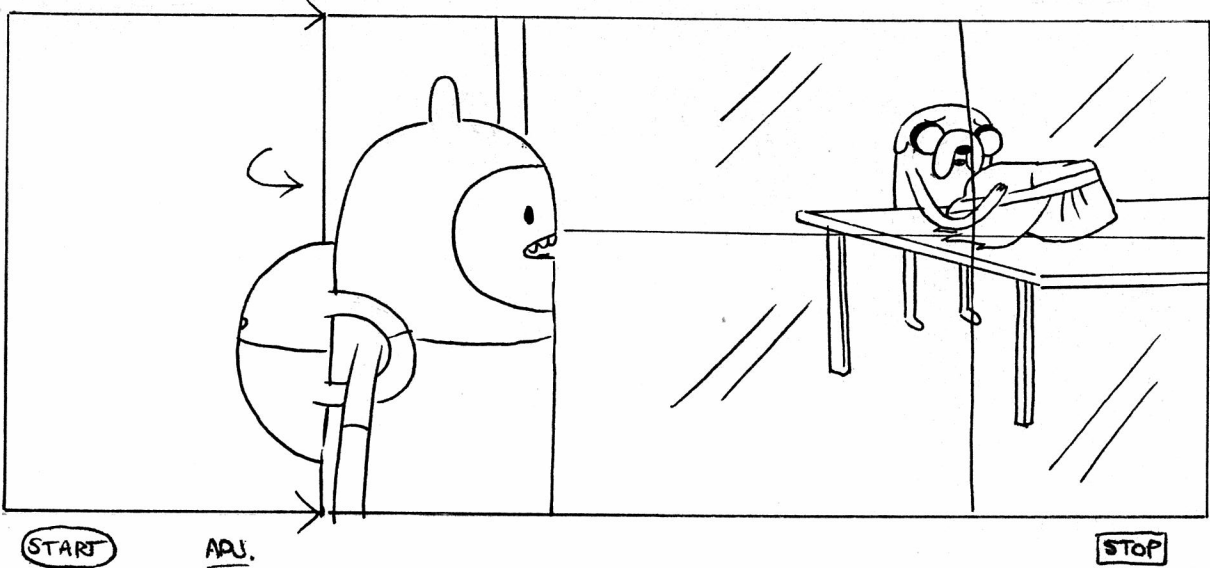
Sc. 37

ADJ.

Pnl. B

Bg.

day night



Dialog:

F: TAKE?

Action:

-FINN TURNS TO LOOK THROUGH WINDOW.

-ADJ. W/ACTION

Timing:

EPISODE # 100866

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
37	C			

Dialog:
Action: -JAKE PATS PACKAGE.
Timing:

1008001

EPISODE #

Production :

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ADVENTURE TIME



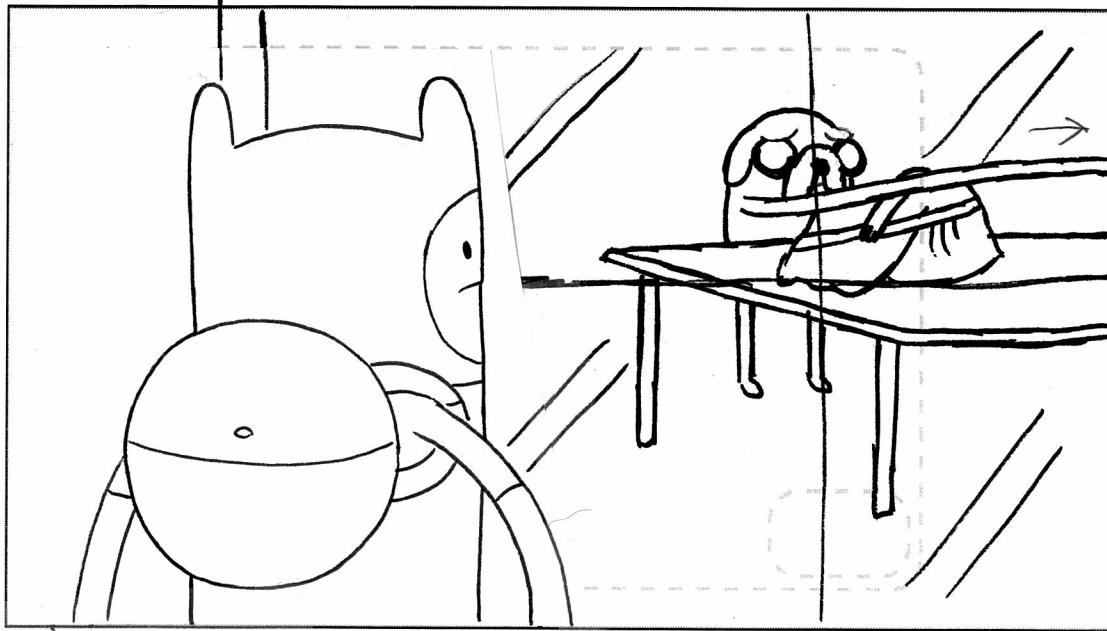
Page 49

Sc. 37

Pnl. D

Bg.

day night

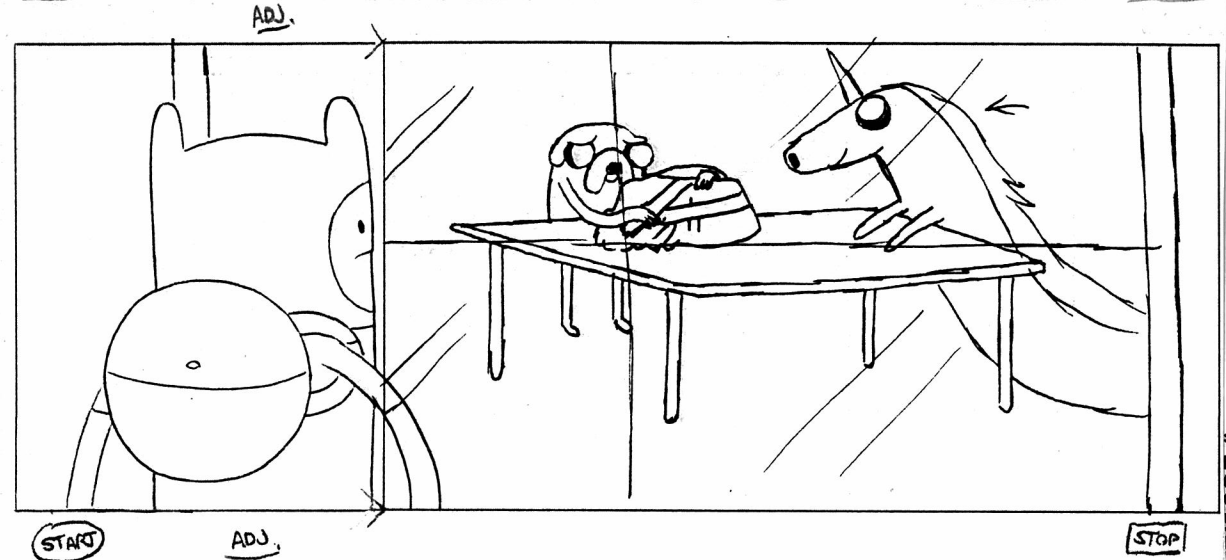


Sc. 37

Pnl. E

Bg.

day night



EPISODE #

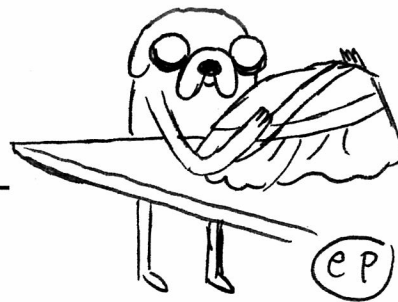
100896

Dialog:

SFX: * TAPE DISPENSER *

Action:

- JAKE REACHES OFF/S
- JAKE STRETCHES PIECE OF TAPE OVER PACKAGE.



- pan across the table, reveals that lady is sitting at the table too.

Timing:

Production :

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ADVENTURE TIME

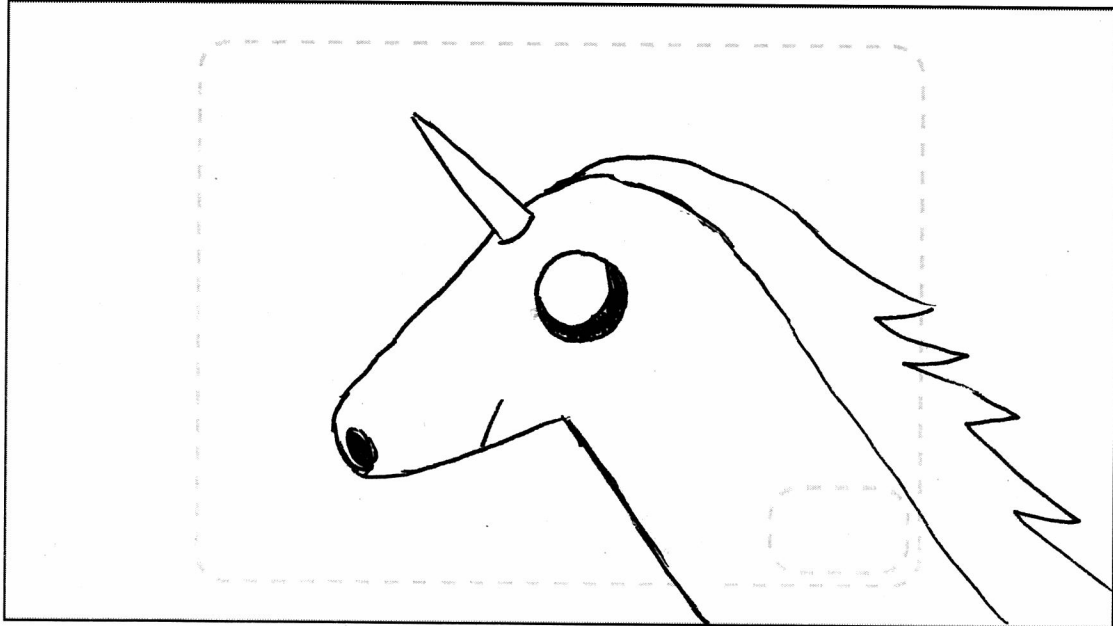


Sc. 38

Pnl. A

Bg.

day night

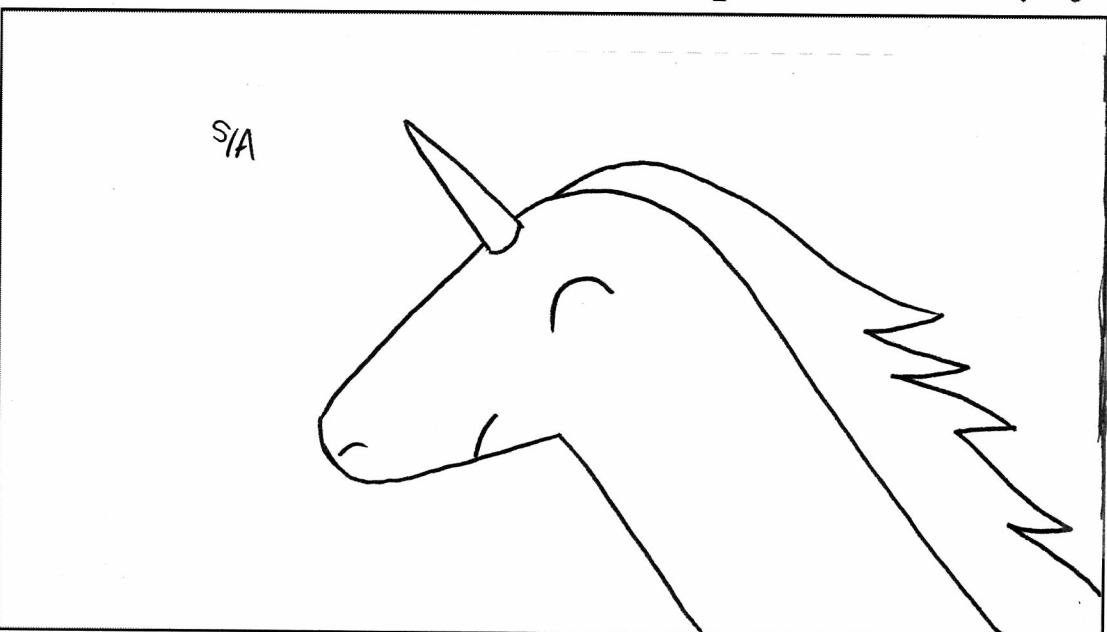


Sc. 38

Pnl. B

Bg.

day night



Dialog:	
LADY : [SNIFFLING]	
Action:	- LADY has a stuffy nose, and keeps sniffling. - BOTH OF LADY'S MOUTHS SNIFFLE.
Timing:	

EPISODE # 100006

Production :

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ADVENTURE TIME

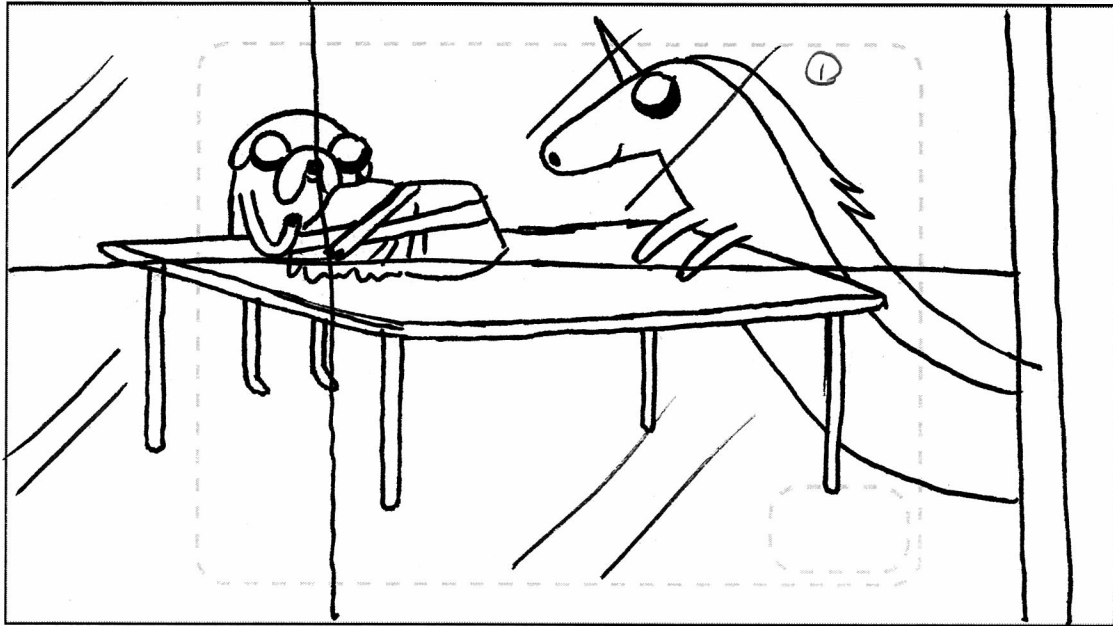


Sc. 39

Pnl. A

Bg.

day night

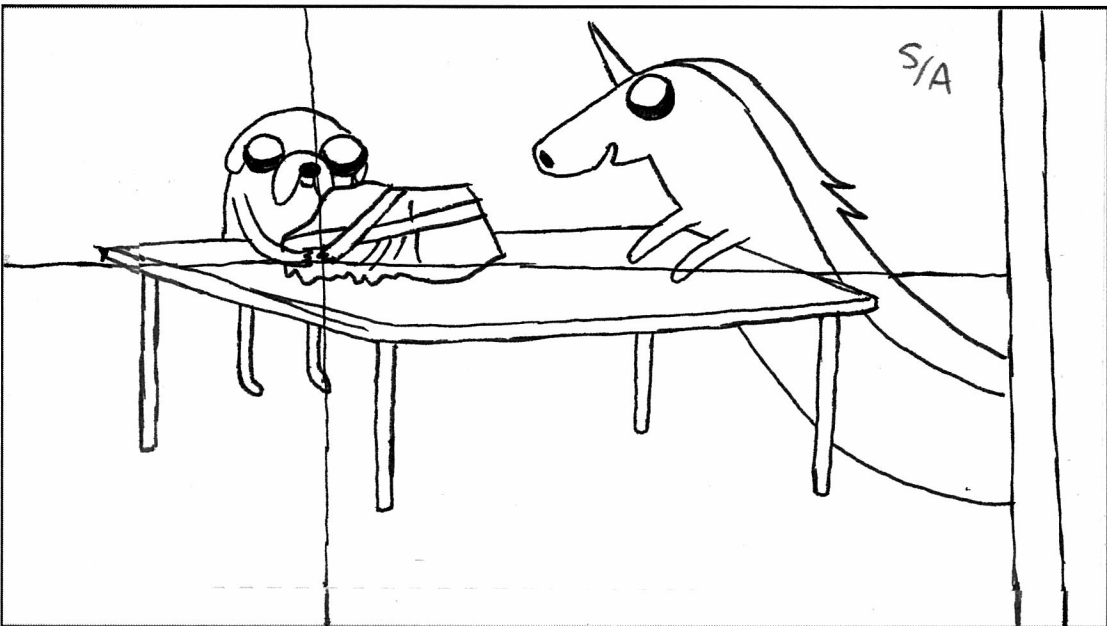


Sc. 39

Pnl. B

Bg.

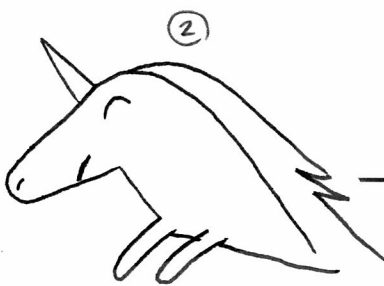
day night



Dialog: Lady: sniff* sniff*

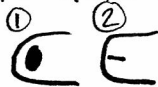
Action:

Timing:



Lady: Hold down the tape until it fully sticks to the paper.

(lady talks w/ both holr in nose & mouth)

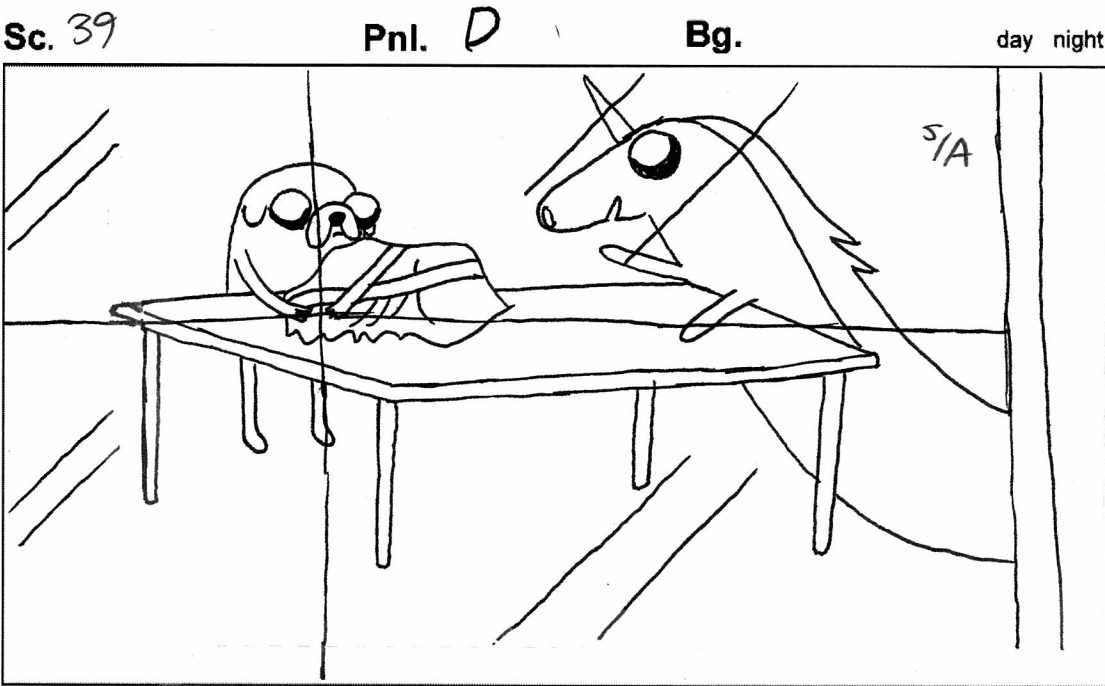
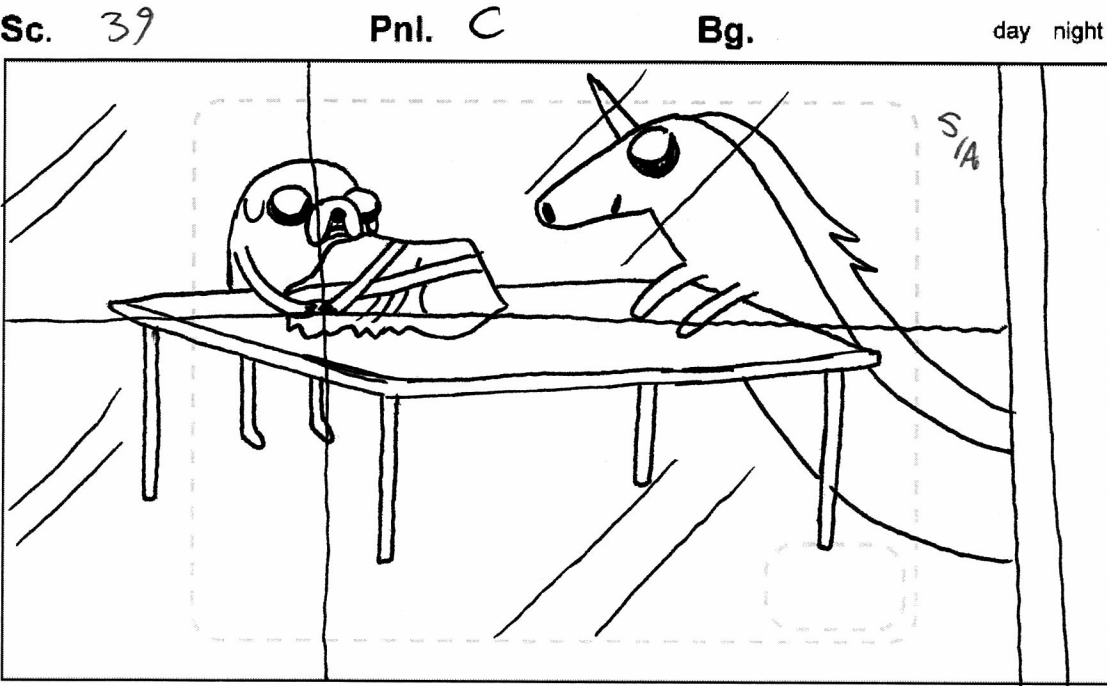


Production :

EPISODE #

968001

ADVENTURE TIME



Dialog: J: Like this ?

Lady: Yeah, but now hold it higher.

Action: Lady directs Jake's actions, Jake's following along but he thinks it's weird.

Timing:



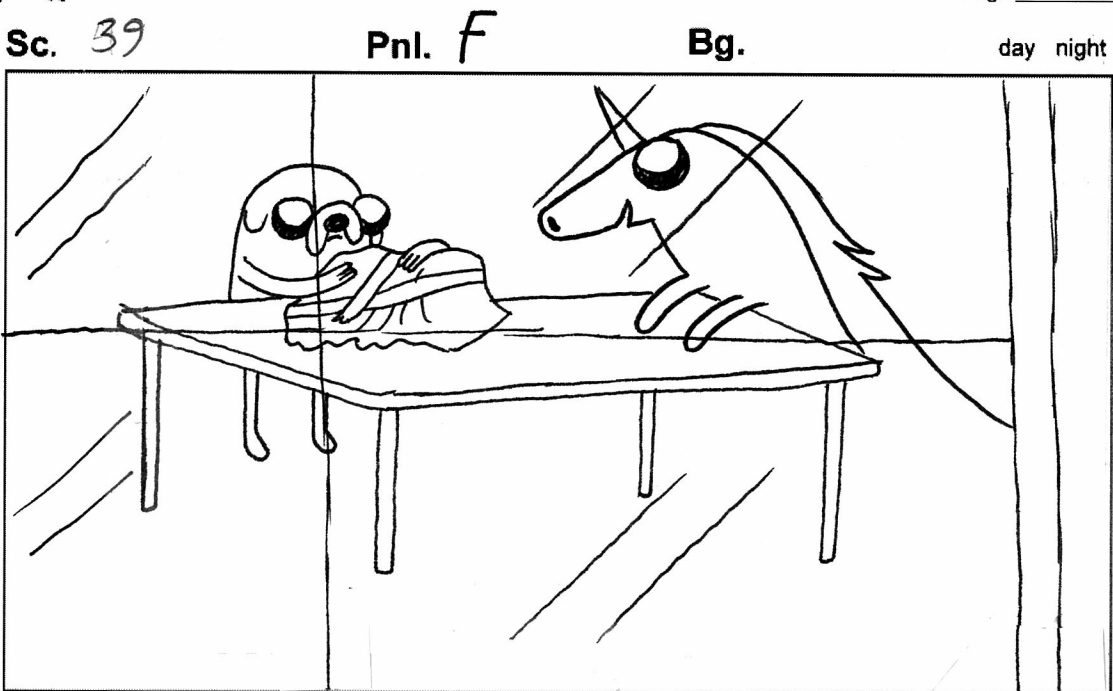
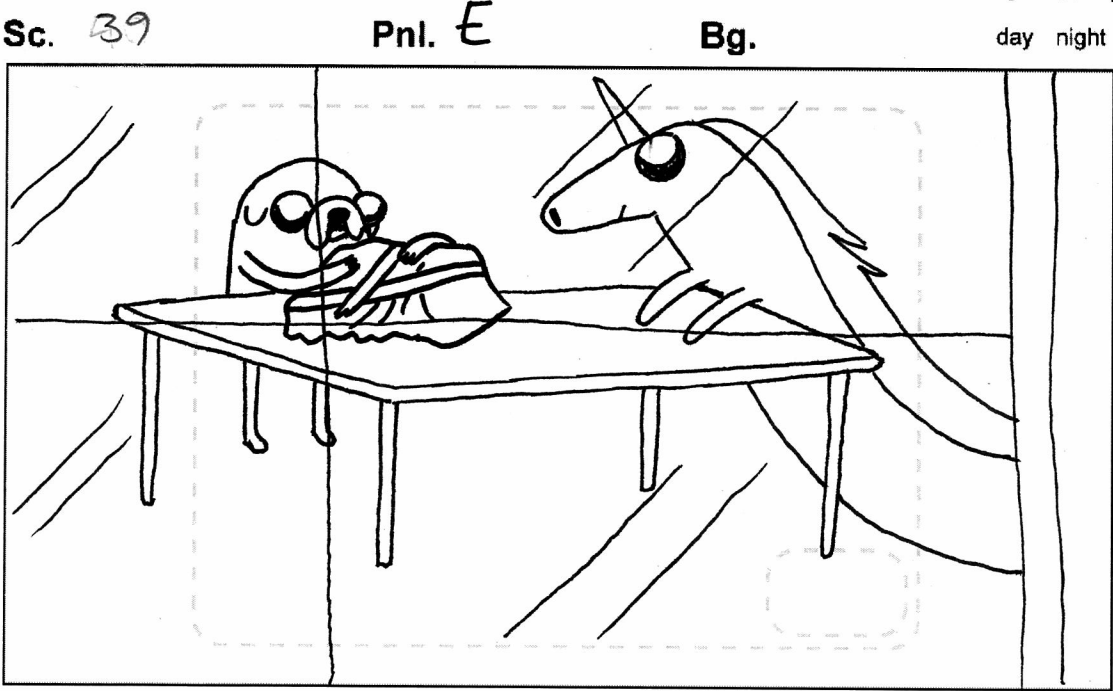
100896

EPISODE #

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ADVENTURE TIME



Dialog: J: Like this ? L: You need more tape. (ep)

Action:

Timing:

100896
EPISODE #
Production :

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ADVENTURE TIME

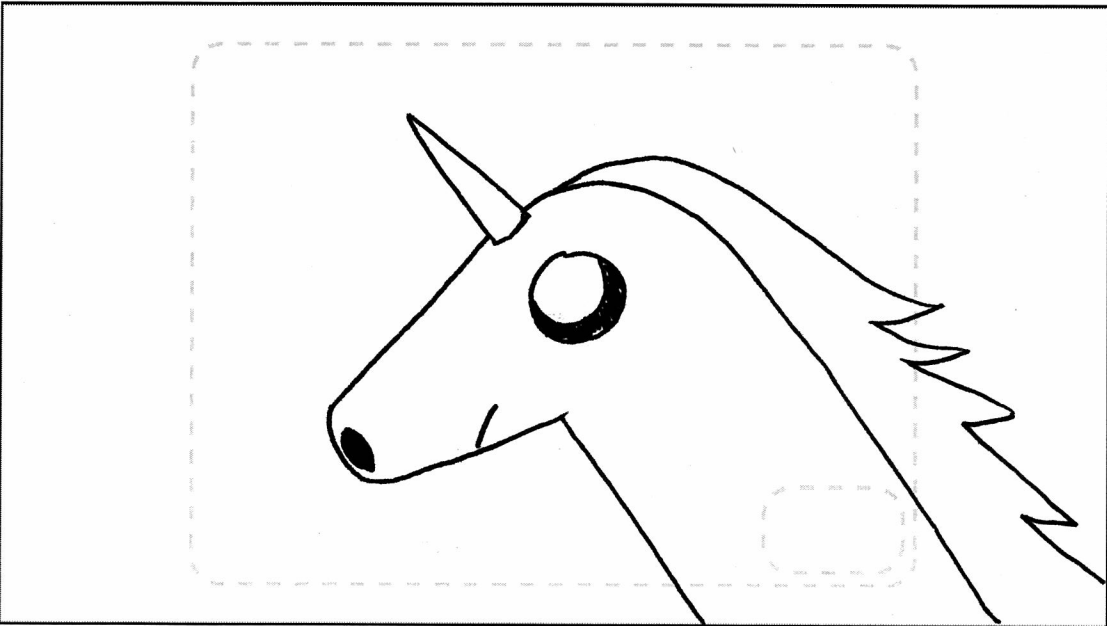


Sc. 40

Pnl. A

Bg.

day night

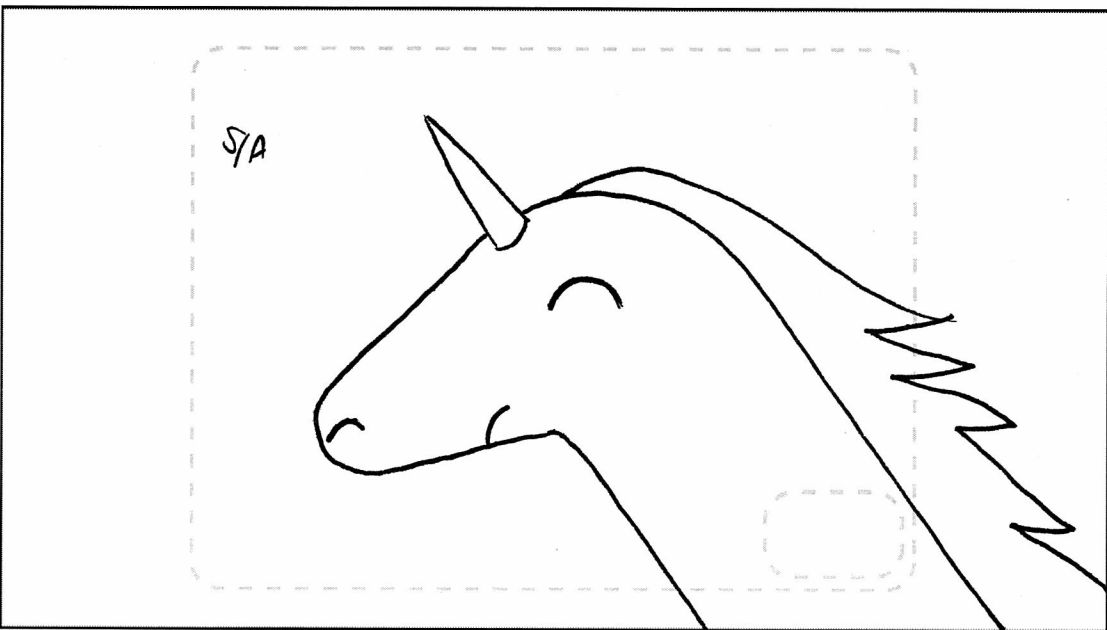


Sc. 40

Pnl. B

Bg.

day night



Dialog:

LADY : [SNIFFLING]

Action:

-lady sniffles.

Timing:

EPISODE # 100086
Production :

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ADVENTURE TIME

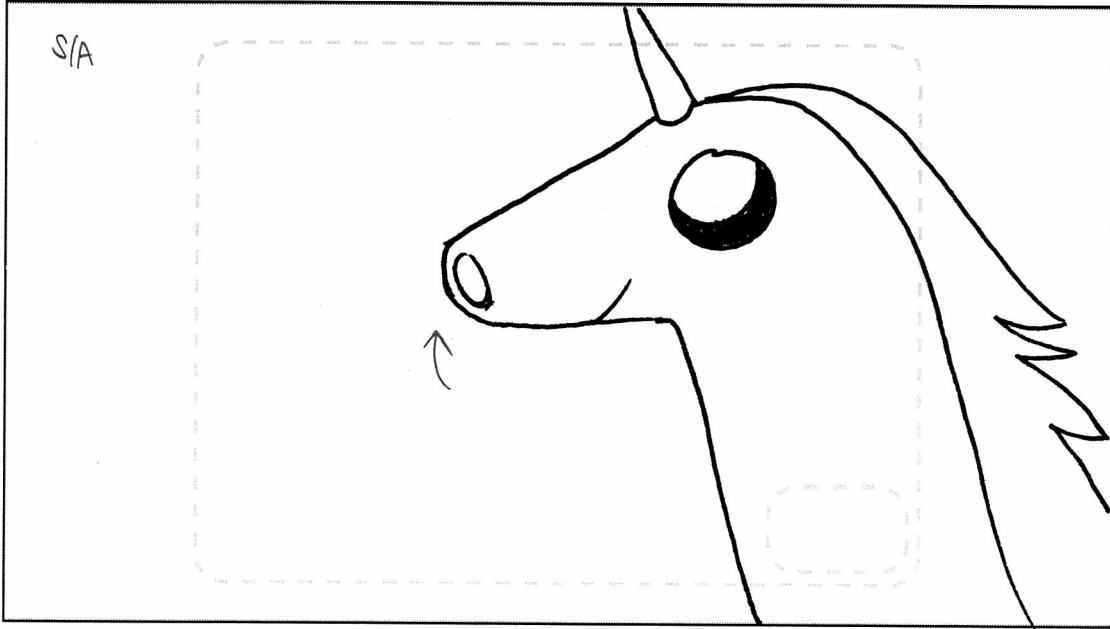


Sc. 40

Pnl. C

Bg.

day night

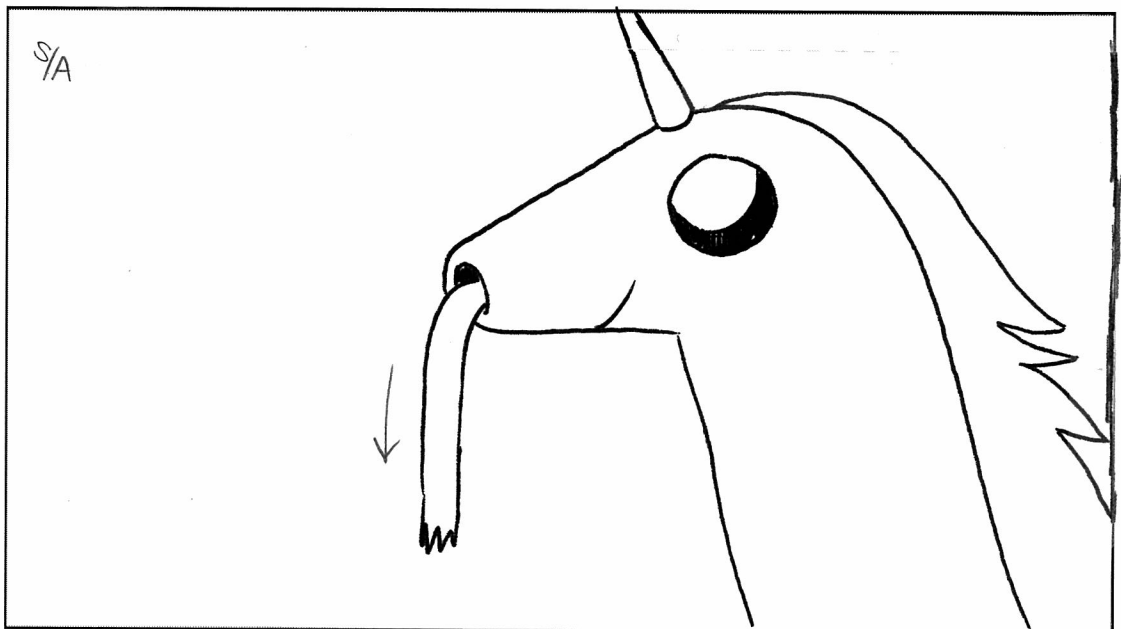


Sc. 40

Pnl. D

Bg.

day night



Dialog:	
Action: -TAPE DISPENSES FROM LADY'S NOSE HOLE.	
Timing:	

100896
EPISODE #
Production :

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ADVENTURE TIME

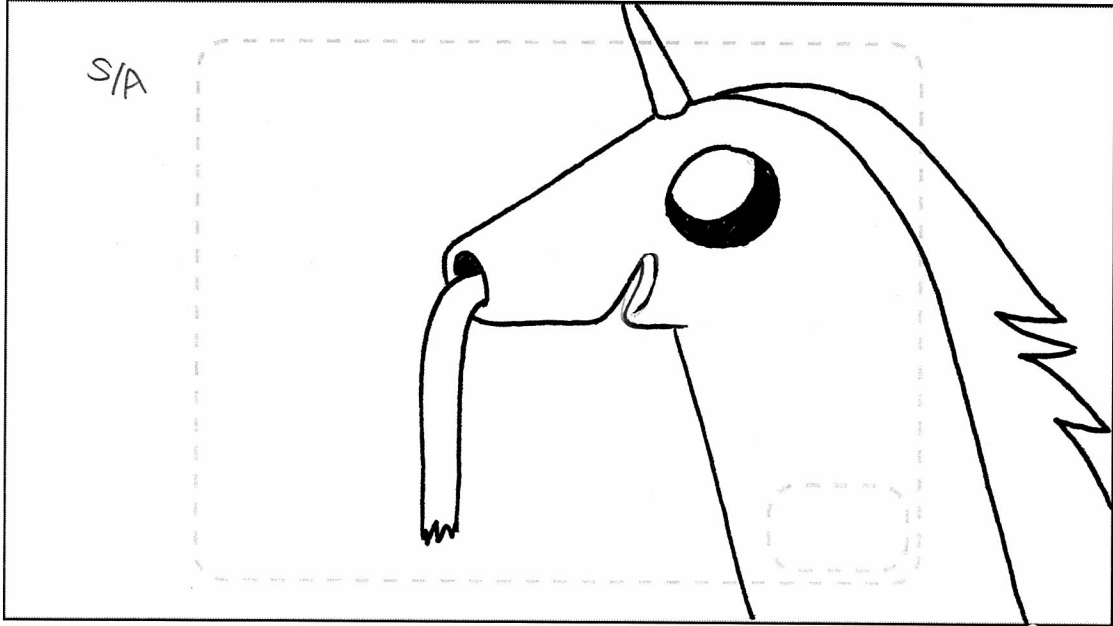


Sc. 40

Pnl. E

Bg.

day night

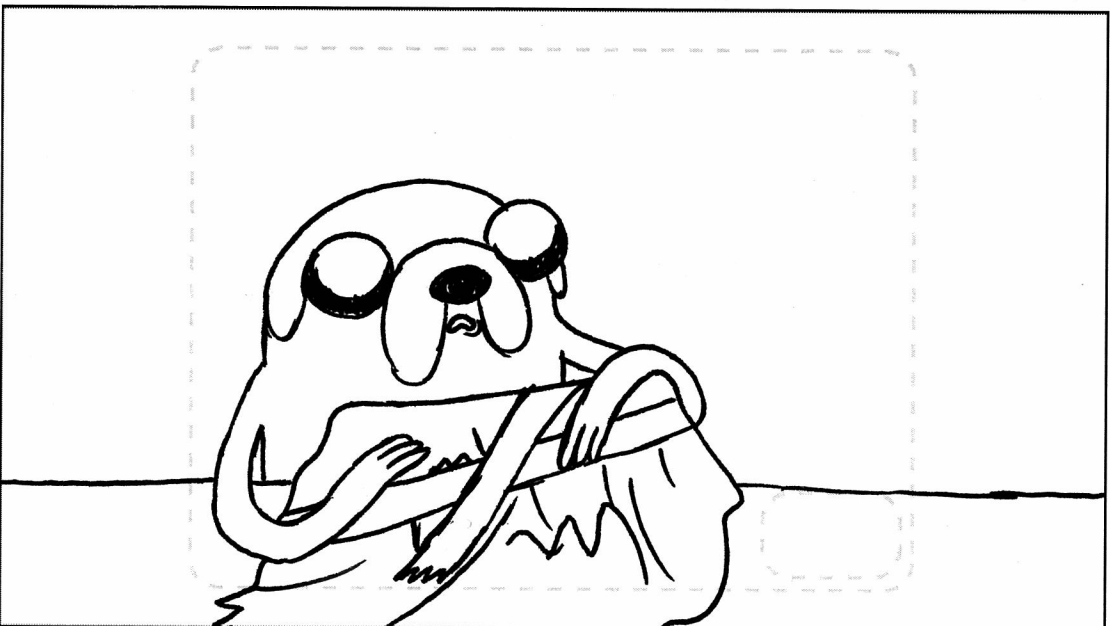


Sc. 40

Pnl. A

Bg.

day night



Dialog:	<u>L:</u> Use this...	
Action:	Lady nose hole stops talking,	Jake's confused but still goes with it.
Timing:		

100096
EPISODE #
Production :

ADVENTURE TIME

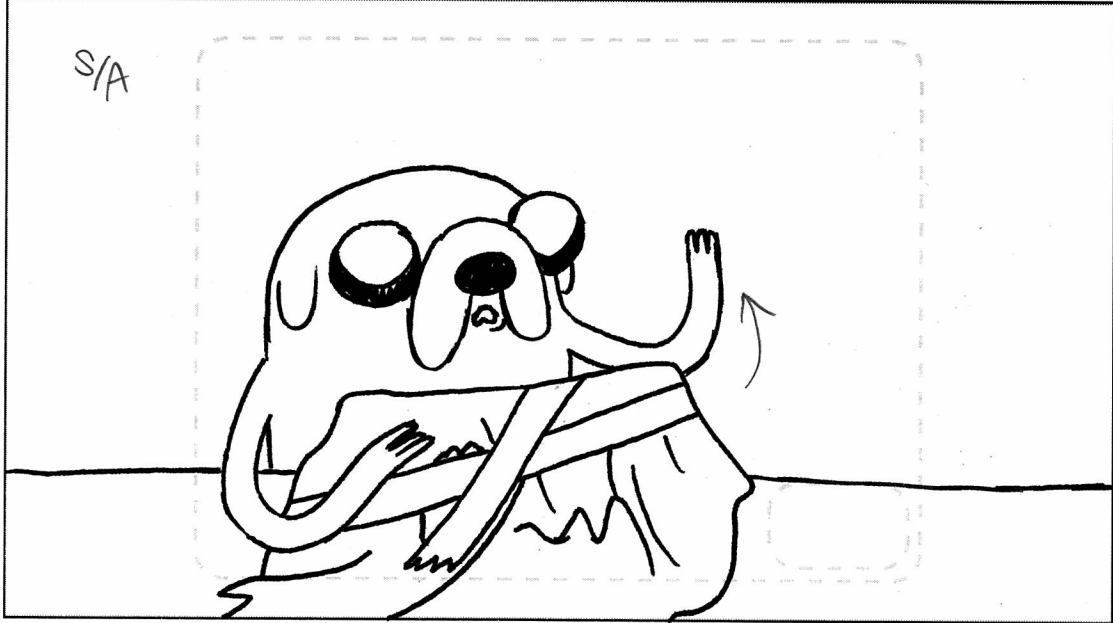


Sc. 41

Pnl. B

Bg.

day night

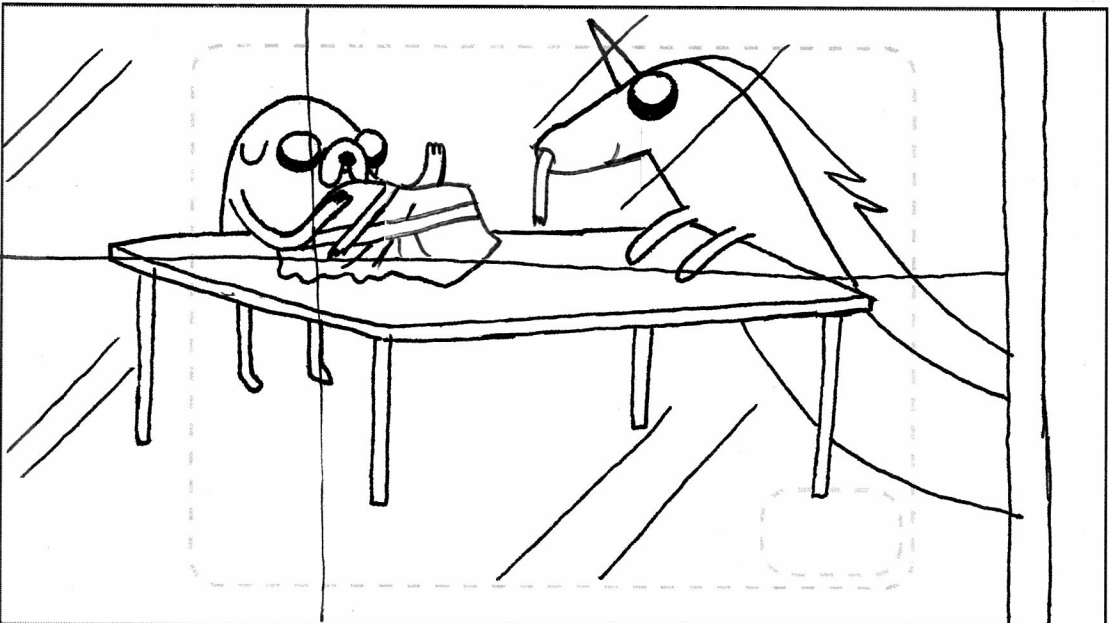


Sc. 42

Pnl. A

Bg.

day night



Dialog:	
Action:	<p>- JAKE RAISES HIS ARM</p> <p>- Jake pulls out a bunch of tape.</p> <p>Sfx: *SHHK!*</p>
Timing:	



100006
EPISODE #

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ADVENTURE TIME

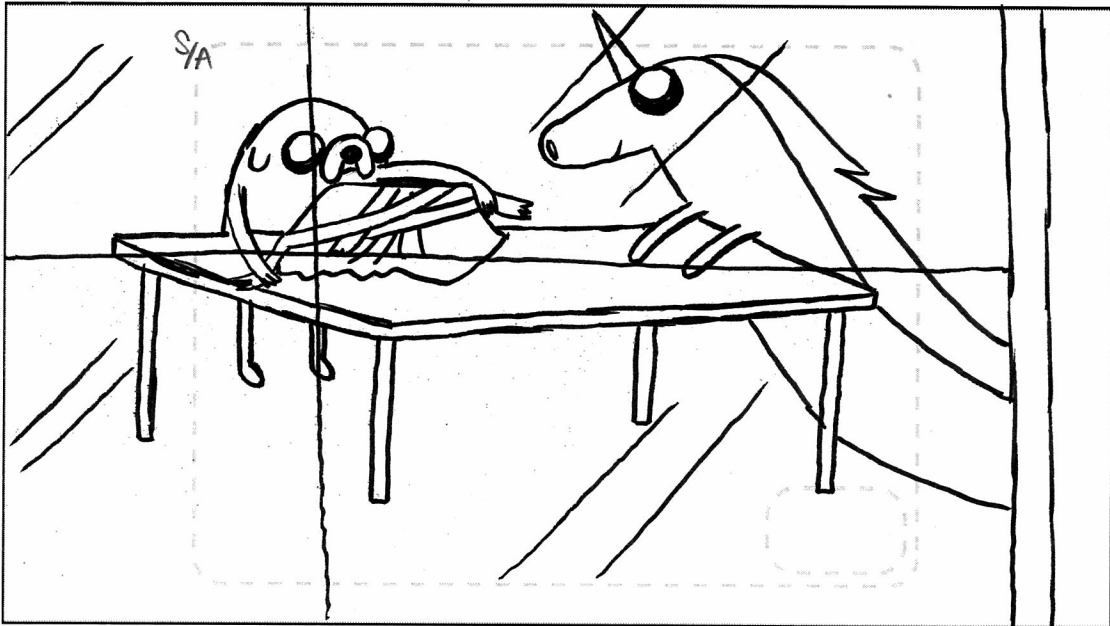


Sc. 42

Pnl. B

Bg.

day night

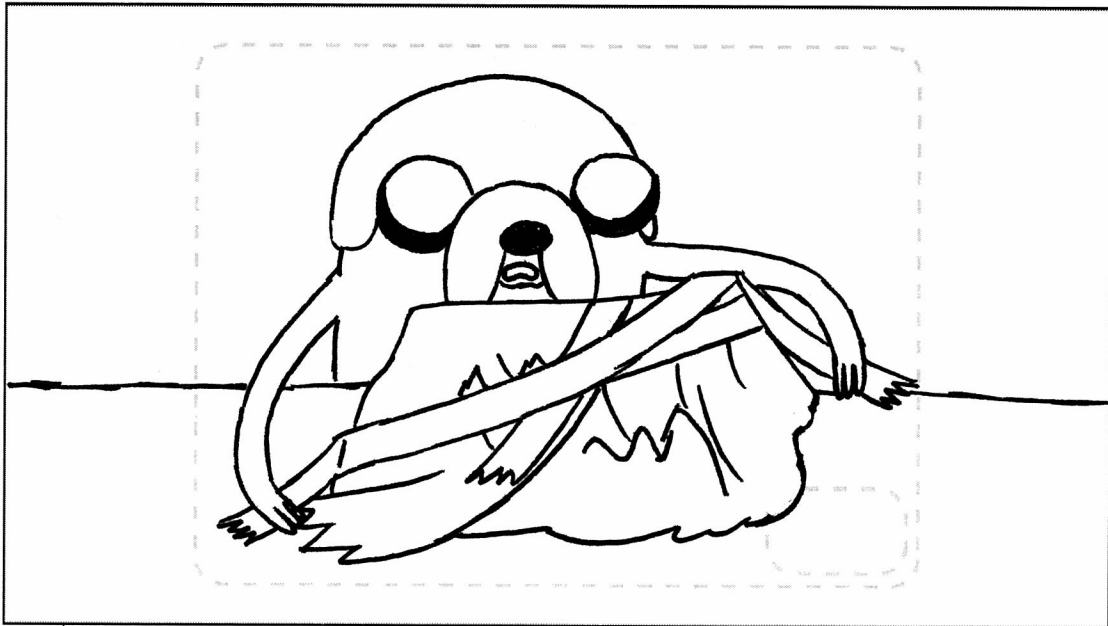


Sc. 43

Pnl. A

Bg.

day night

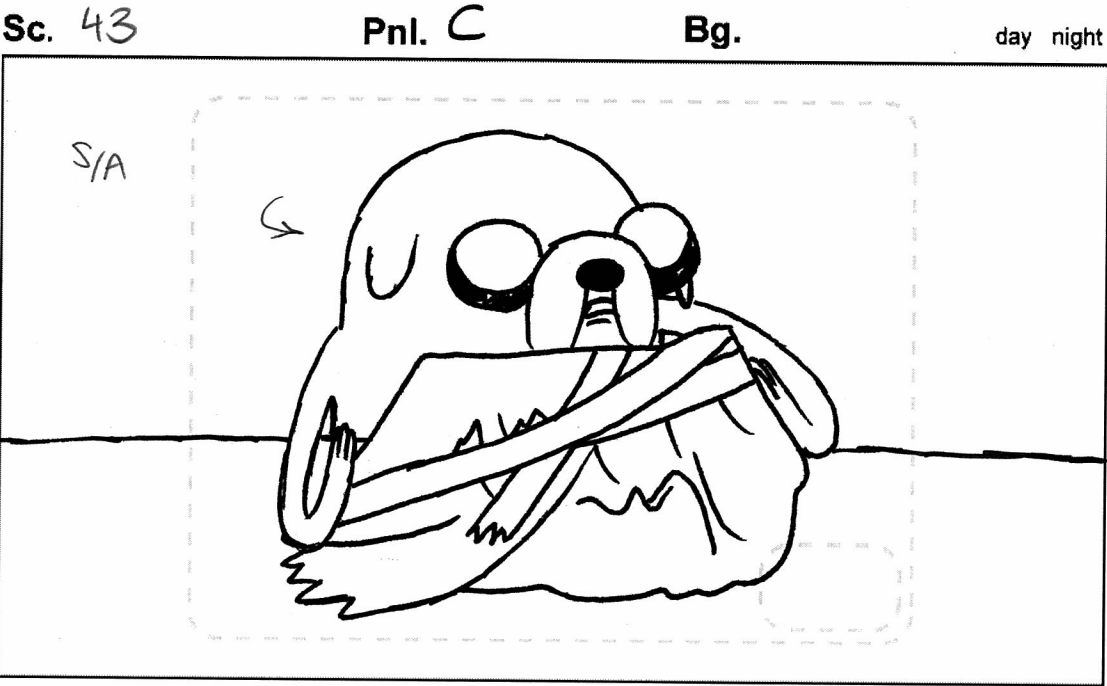
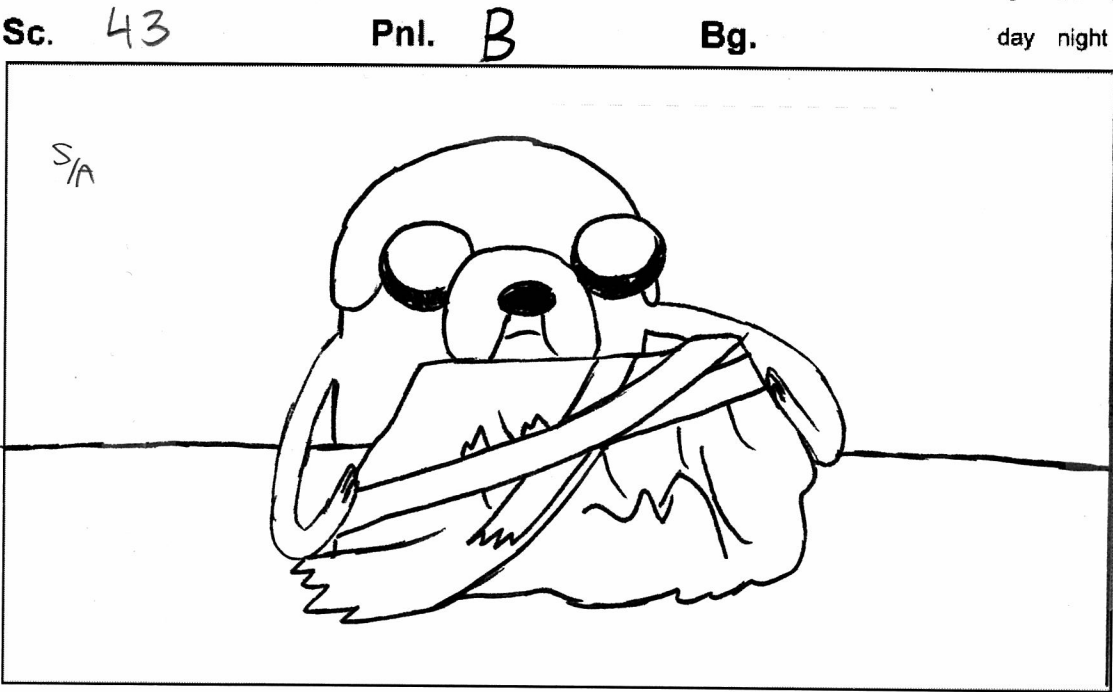


Dialog:
Action: Begins wrapping the present with it.
Timing:

100896
EPISODE #
Production :

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ADVENTURE TIME



Dialog: L (o.s.): Tape the bottom.

Action: -JAKE LOOKS OVER TO LADY, NERVOUSLY.

Timing:

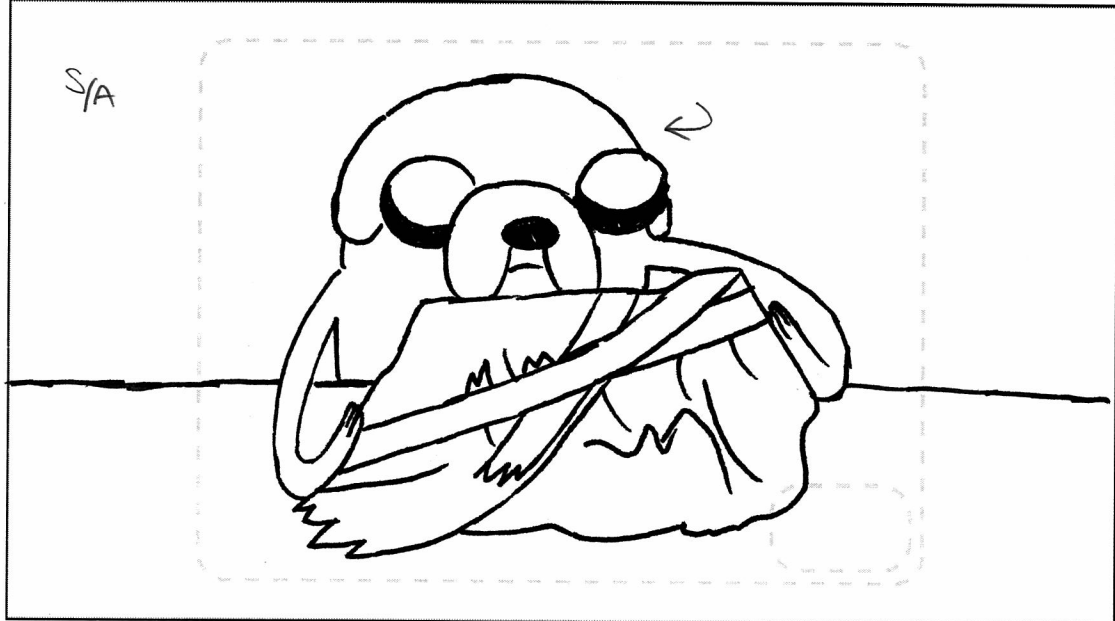
EPISODE # 960001
Production :

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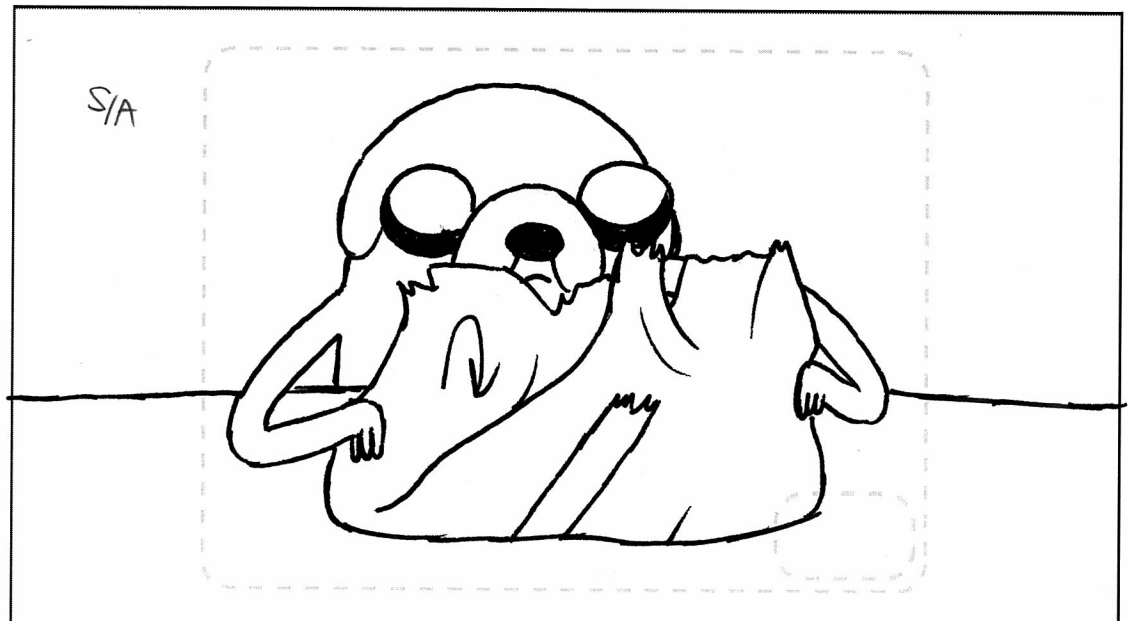
ADVENTURE TIME



Sc. 43 Pnl. D Bg. day night



Sc. 43 Pnl. E Bg. day night



Dialog:	
Action:	-Jake flips present over.
Timing:	

968001
EPISODE #
Production :

ADVENTURE TIME

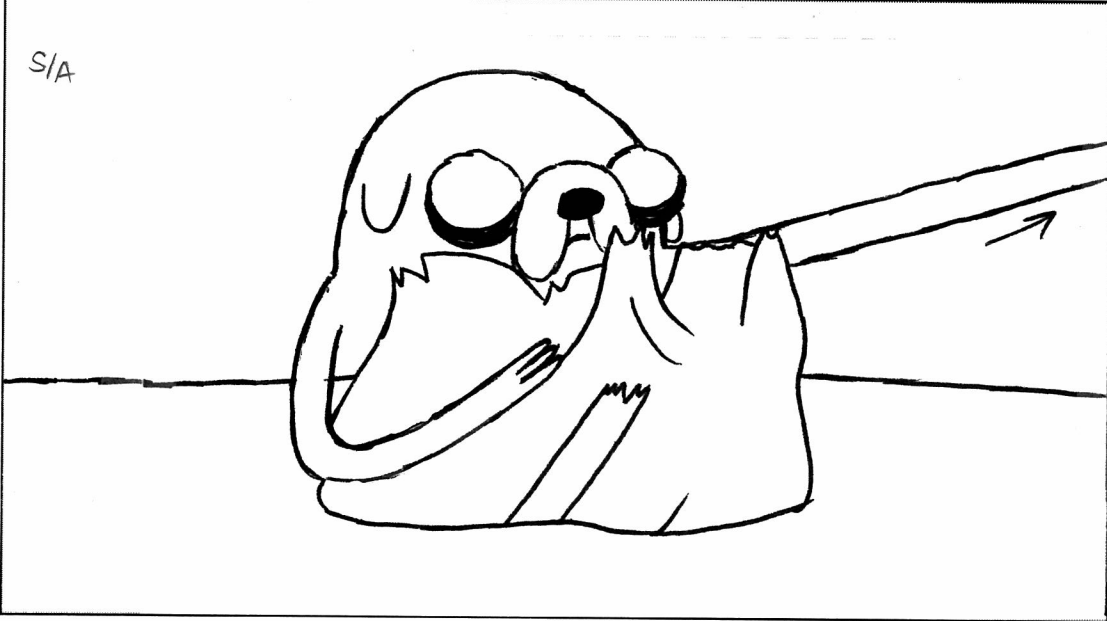


Sc. 43

Pnl. F

Bg.

day night

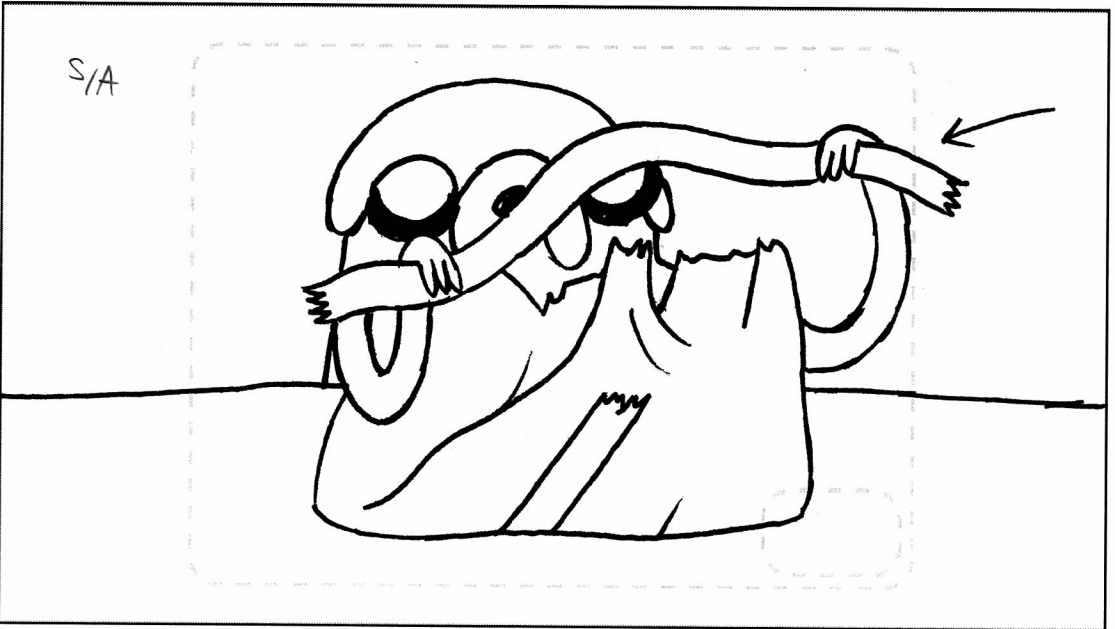


Sc. 43

Pnl. G

Bg.

day night



Dialog:

Action: -JAKE reaches OFF screen. - JAKE Gets piece of tape.

Timing:

100896
EPISODE #
Production :

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ADVENTURE TIME

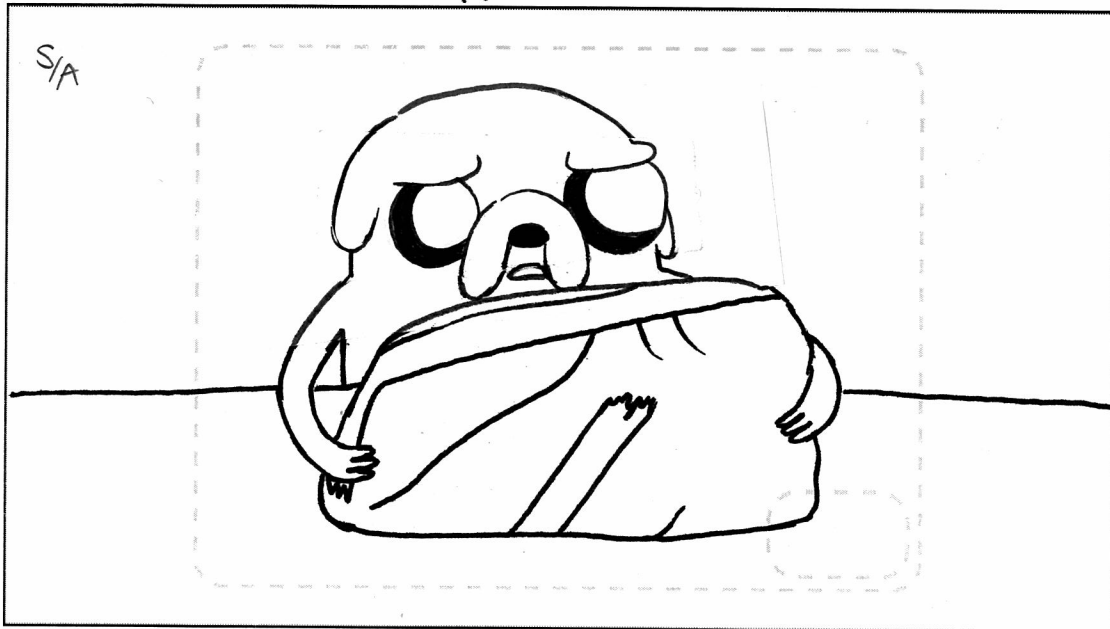


Sc. 43

Pnl. H

Bg.

day night

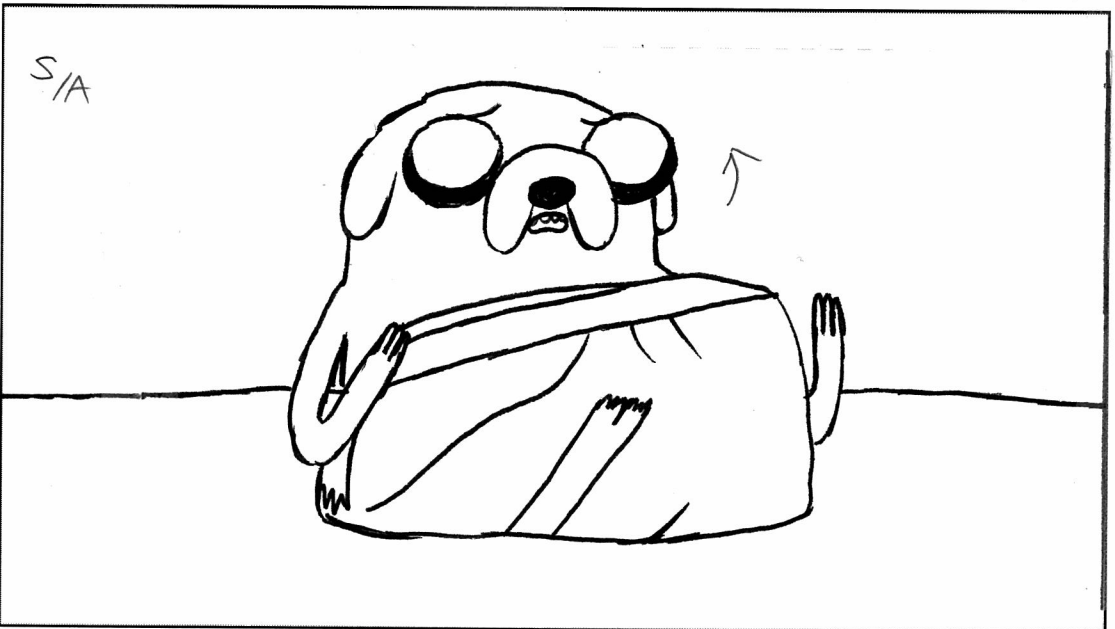


Sc. 43

Pnl. I

Bg.

day night



Dialog:	<u>J:</u> Thanks...	<u>J:</u> Who is it for?
Action:		
Timing:		

968001
EPISODE #
Production :

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ADVENTURE TIME

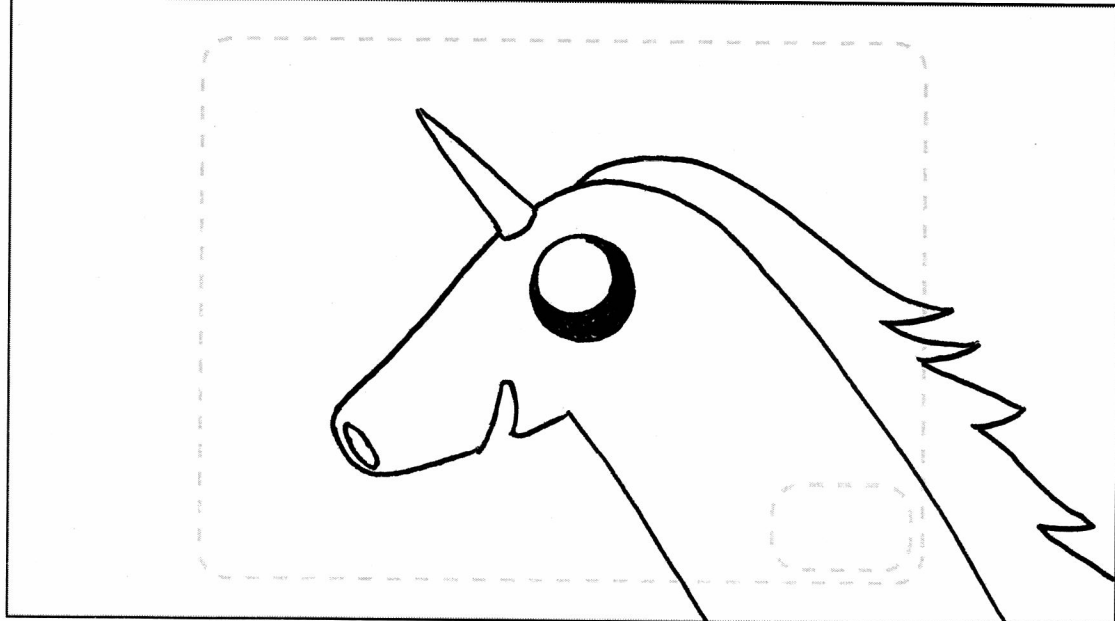


Sc. 44

Pnl. A

Bg.

day night

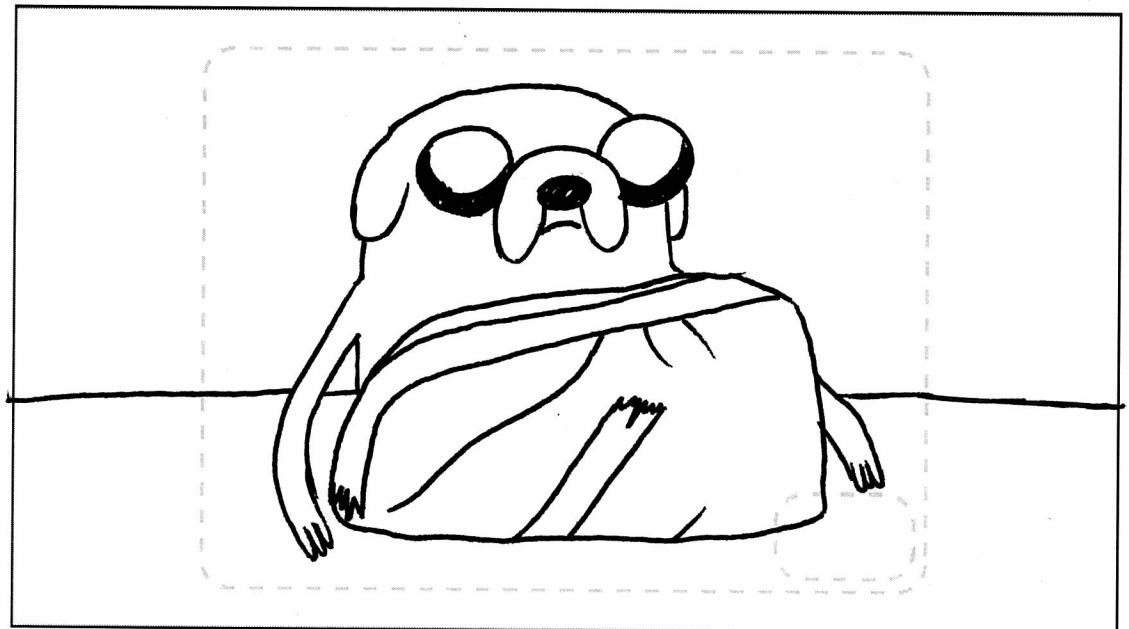


Sc. 45

Pnl. A

Bg.

day night



Dialog:

L: Who is it for ?

Action:

- Lady talks with nose & mouth again.

Timing:

EPISODE # 968001

Production :

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ADVENTURE TIME

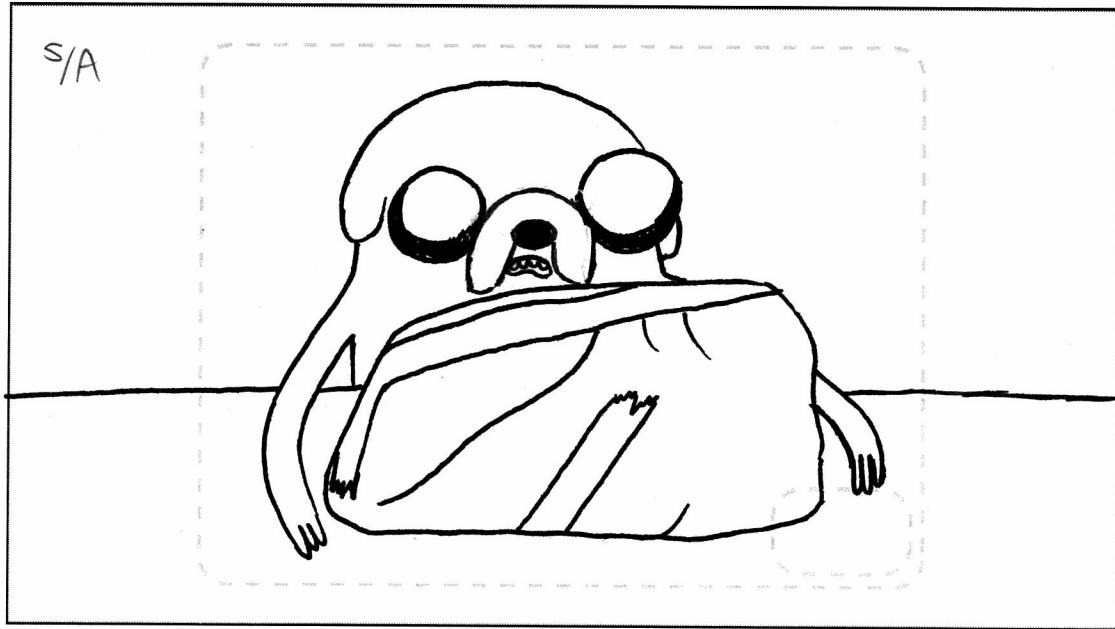


Sc. 45

Pnl. B

Bg.

day night

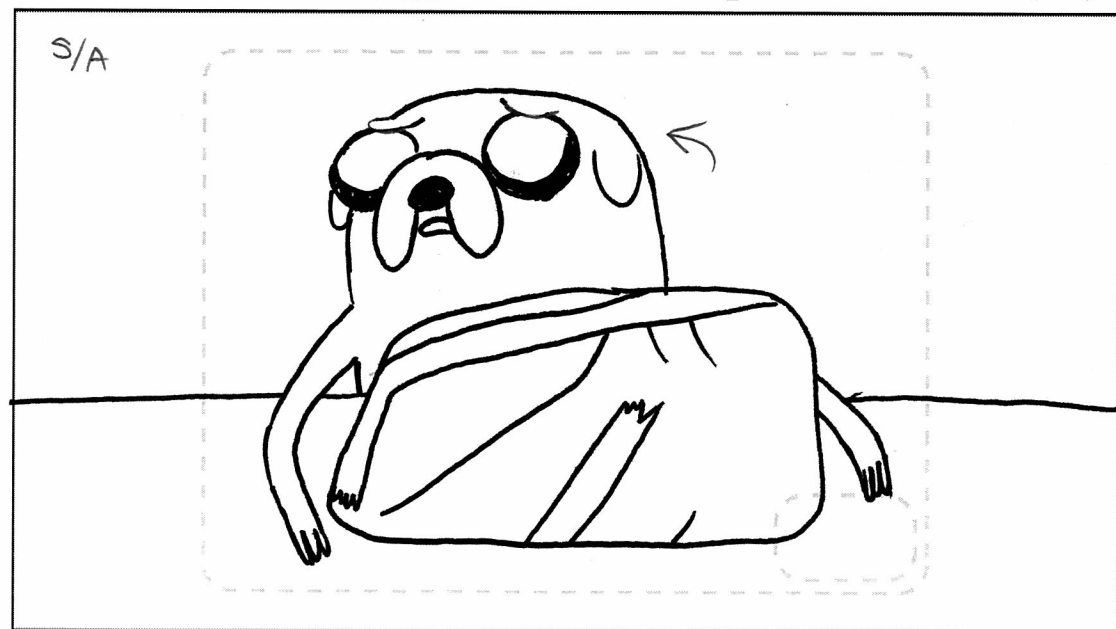


Sc. 45

Pnl. C

Bg.

day night



Dialog:

① It's for ...

Action:

-J. Looks around with a blank expression.

Timing:

EPISODE # 938001

Production :

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ADVENTURE TIME

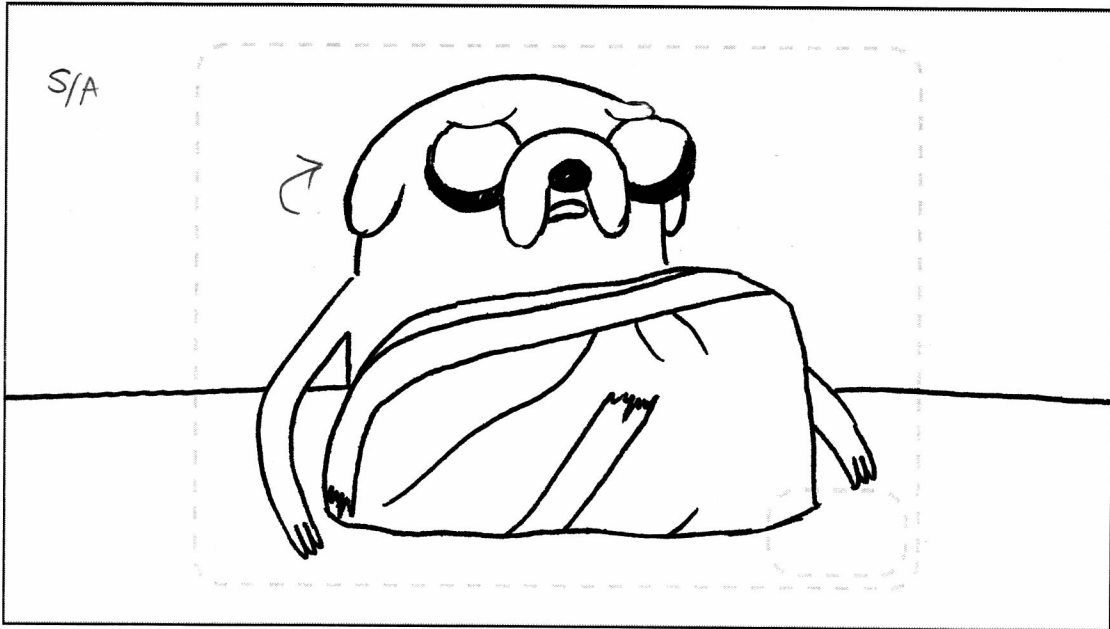


Sc. 45

Pnl. D

Bg.

day night

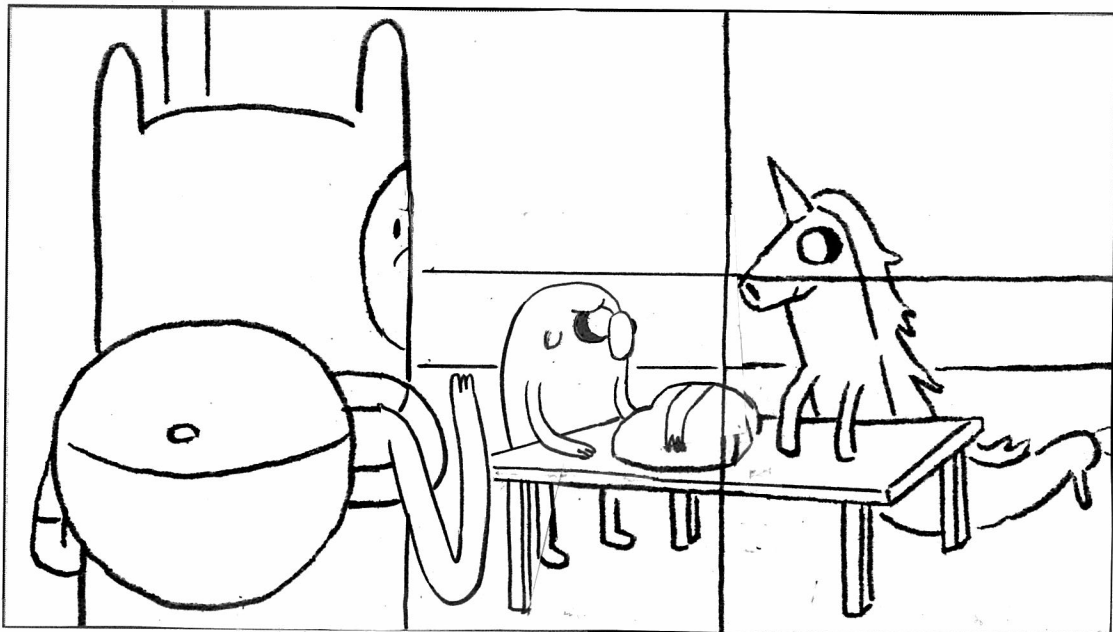


Sc. 46

Pnl. A

Bg.

day night



Dialog:	
<u>J</u> : UHH ...	<u>LADY</u> : * SNIFF *
Action:	
- FINN WATCHES JAKE & LADY THROUGH WINDOW,	
Timing:	

EPISODE # 968001

Production :

ADVENTURE TIME



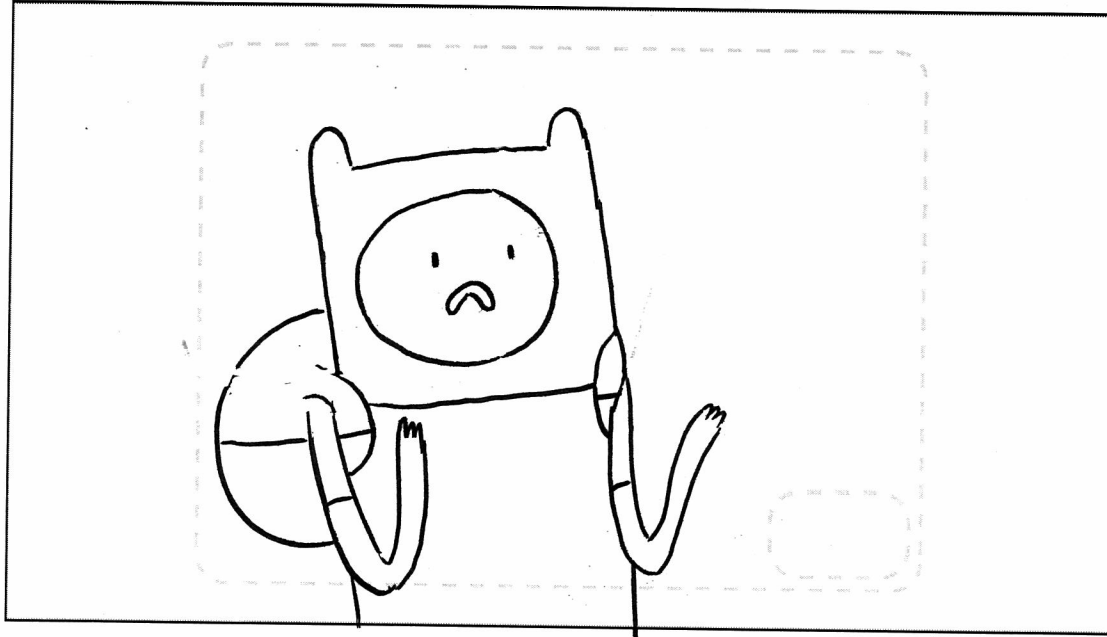
Page 66

Sc. 47

Pnl. A

Bg.

day night

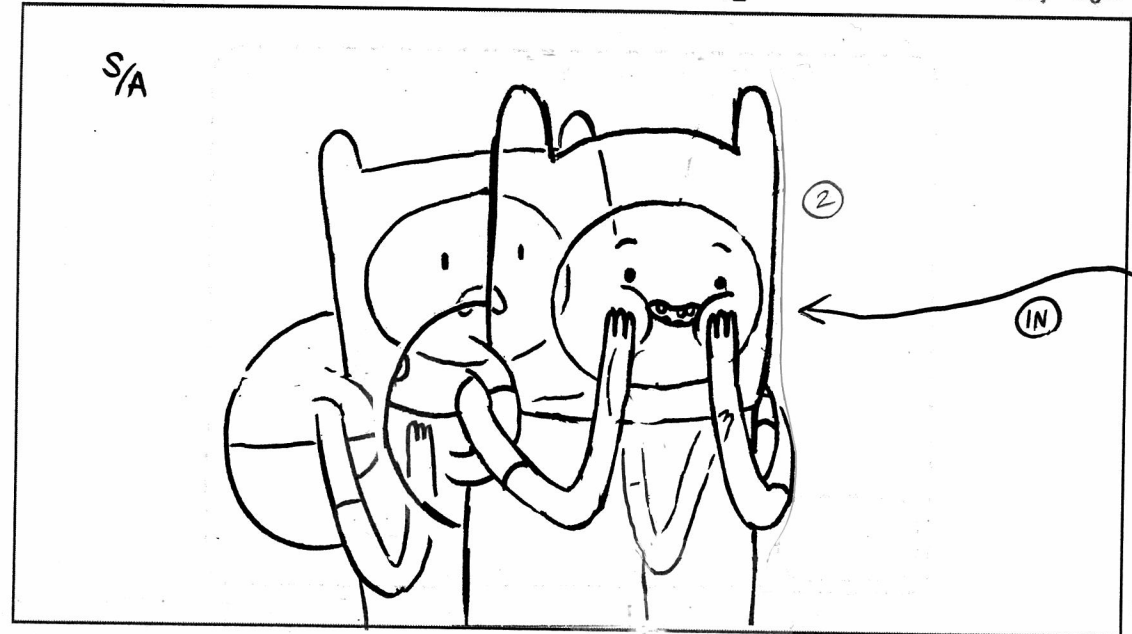


Sc. 47

Pnl. B

Bg.

day night

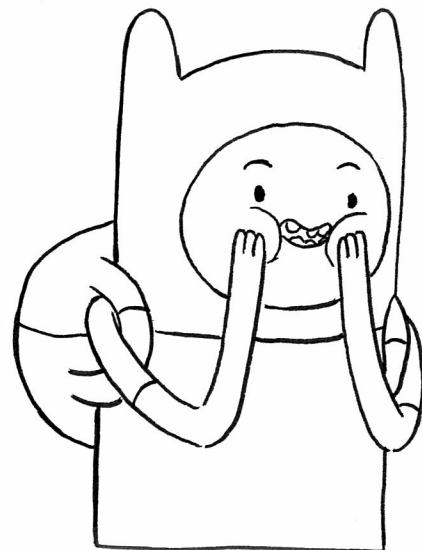


Dialog:

Action:

- FINN LOOKS SHOCKED

Timing:



①
TRANSLUCENT
FINN (QUIETLY TO HIMSELF) IT'S FOR ME.

- TRANSLUCENT HAPPY FINN FLOATS IN FRONT
OF REAL FINN

EPISODE # 100896

Production :

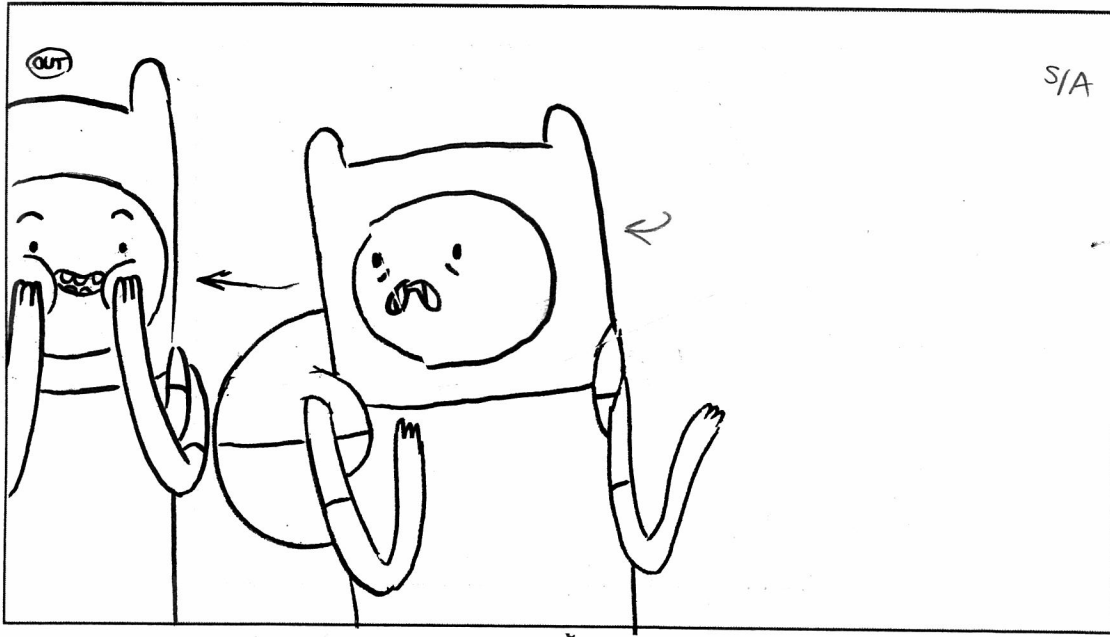
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ADVENTURE TIME

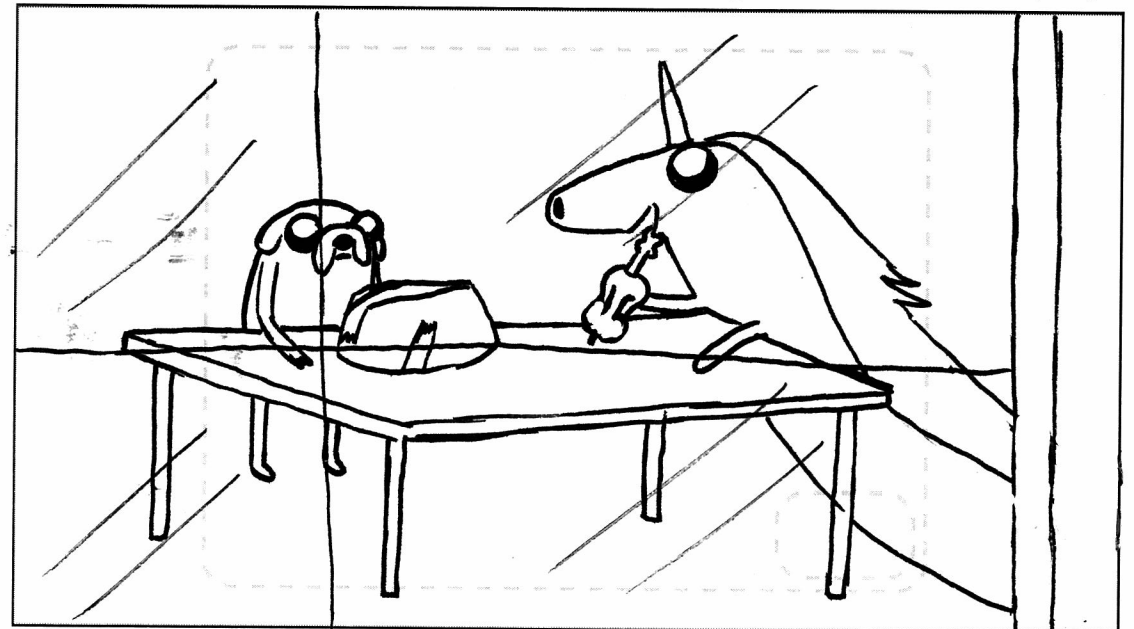


Page 67

Sc. 47 Pnl. C Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog:	
	<u>L</u> : Play this.
Action:	- TRANSLUCENT FINN FLOATS OFF/S - FINN WATCHES TRANSLUCENT FINN.
	- Lady holds up Jake's viola.
Timing:	

100896
EPISODE #

Production :

ADVENTURE TIME

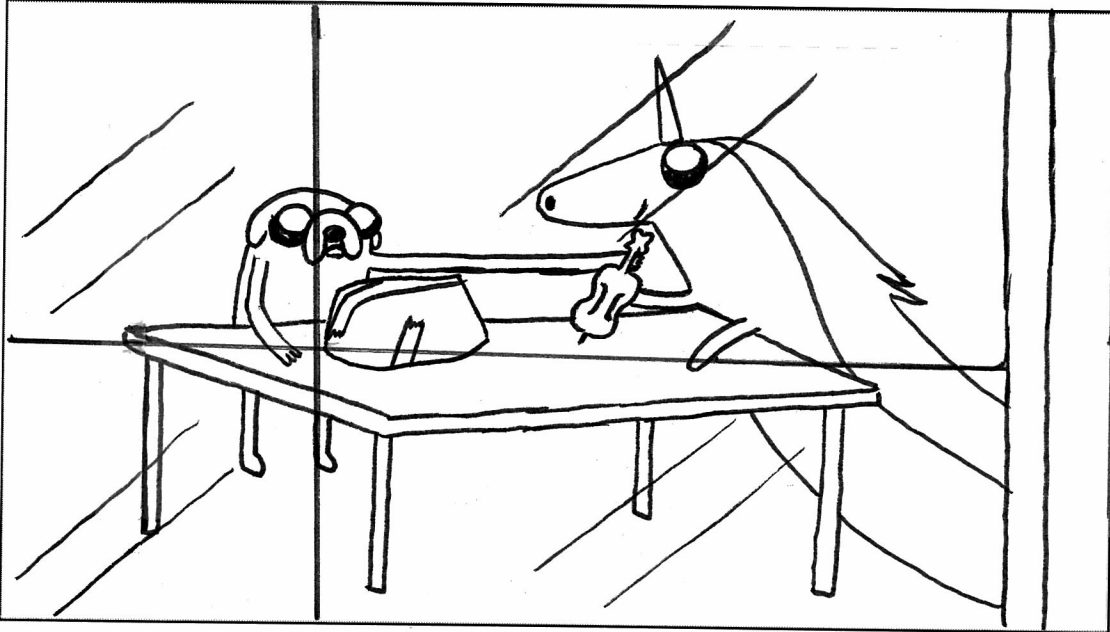


Sc. 48

Pnl. B

Bg.

day night

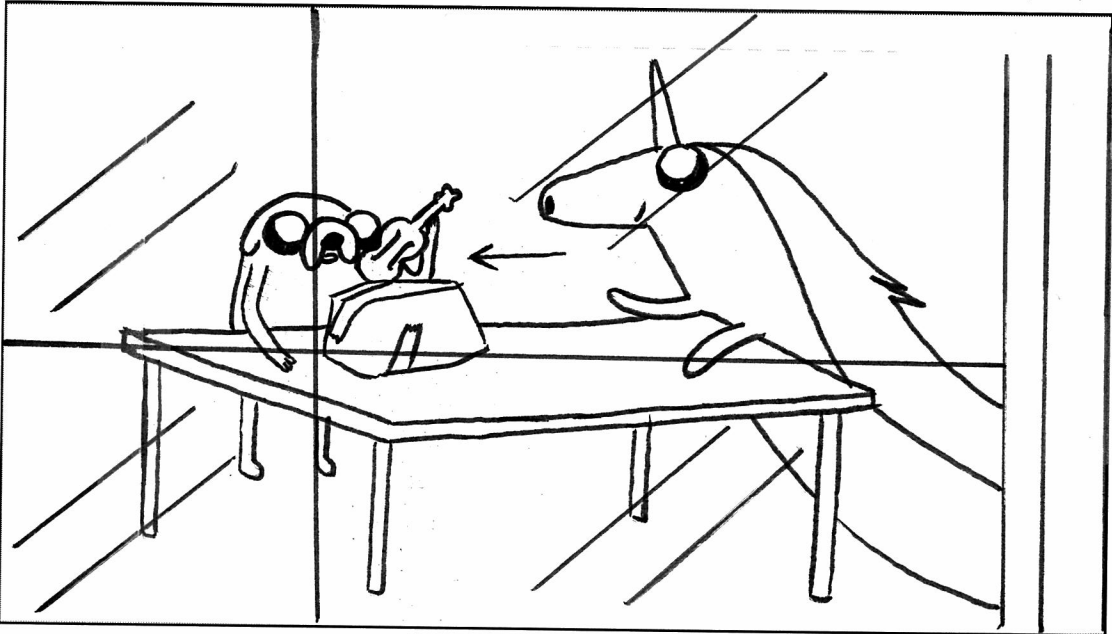


Sc. 48

Pnl. C

Bg.

day night



Dialog: J: Uh, Okay...

Action: - JAKE REACHES FOR VIOLA.

- Jake takes the viola.

Timing:

EPISODE # 100806
Production :

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ADVENTURE TIME

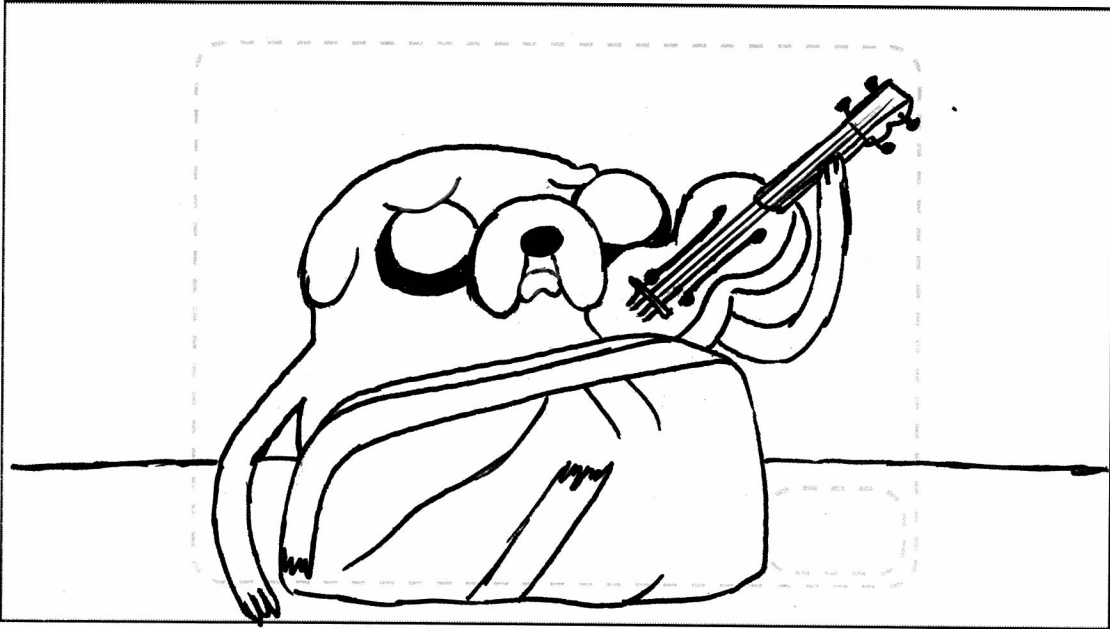


Sc. 49

Pnl. A

Bg.

day night

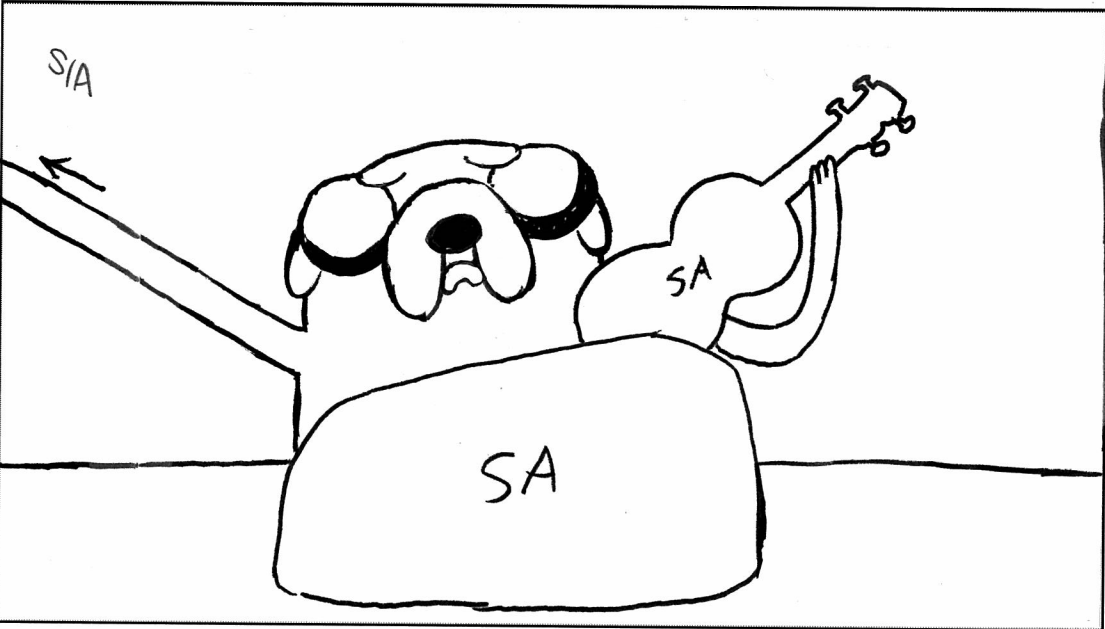


Sc. 49

Pnl. B

Bg.

day night



Dialog:	
Action: - J IS STILL UNCOMFORTABLE	
- J Reaches OFF screen.	
Timing:	

100896
EPISODE #
Production :

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ADVENTURE TIME

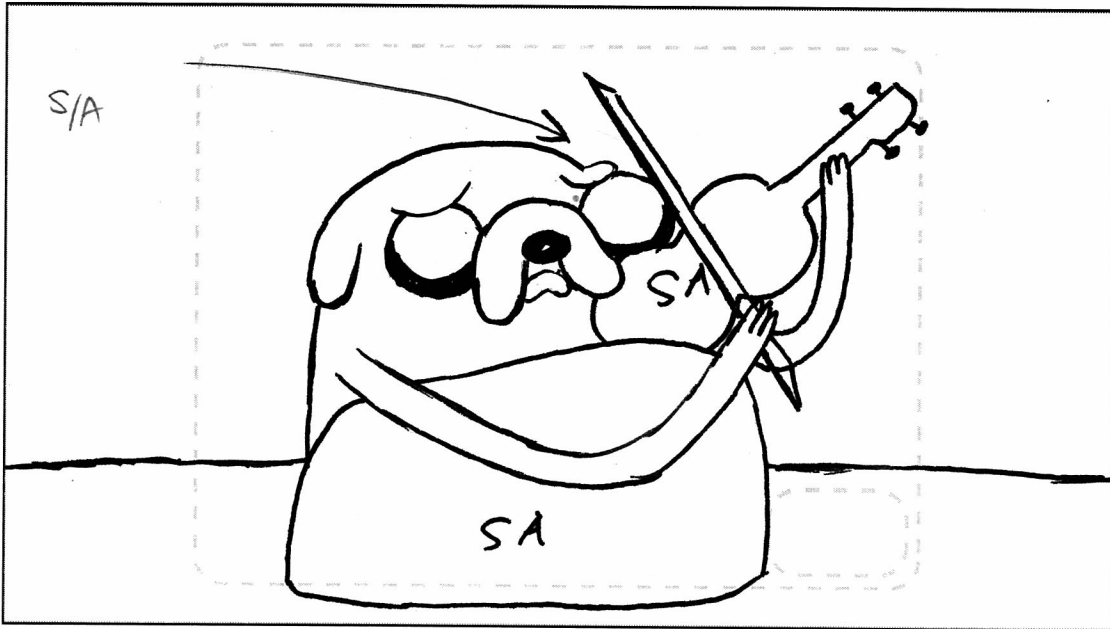


Sc. 49

Pnl. C

Bg.

day night

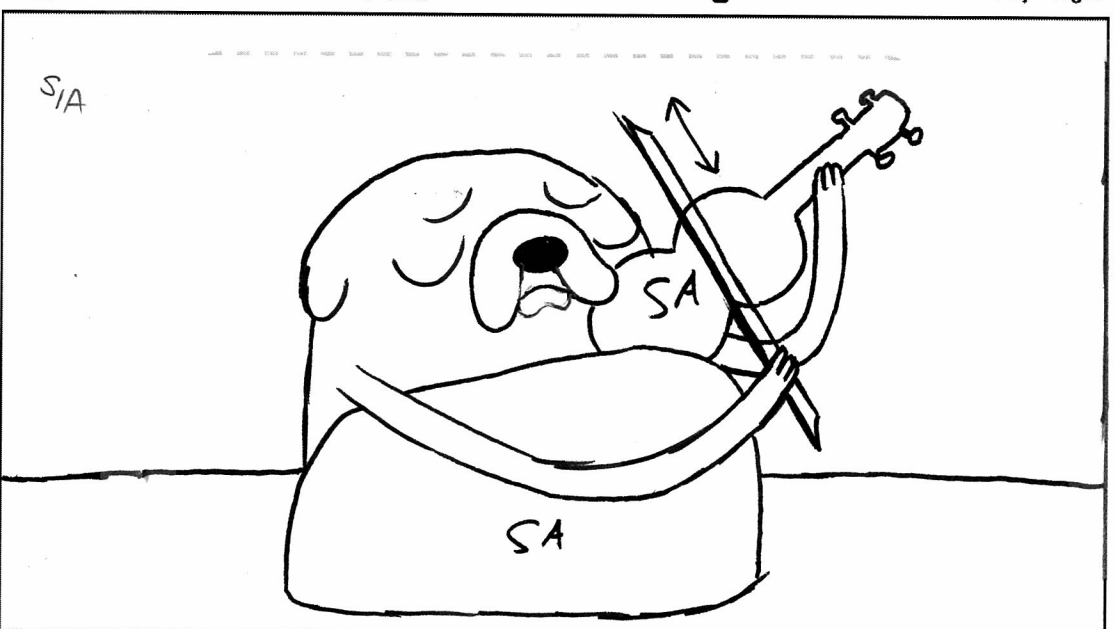


Sc. 49

Pnl. D

Bg.

day night



Dialog:	
SFX: * CHAINSAW RUNNING *	
Action:	- JAKE Gets bow from off screen. - JAKE Bows with eyes close. - Sound of bow is chainsaw.
Timing:	

100896

EPISODE #

Production :

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ADVENTURE TIME



Page 71

Sc. 49
ADJ

Pnl. E

Bg.

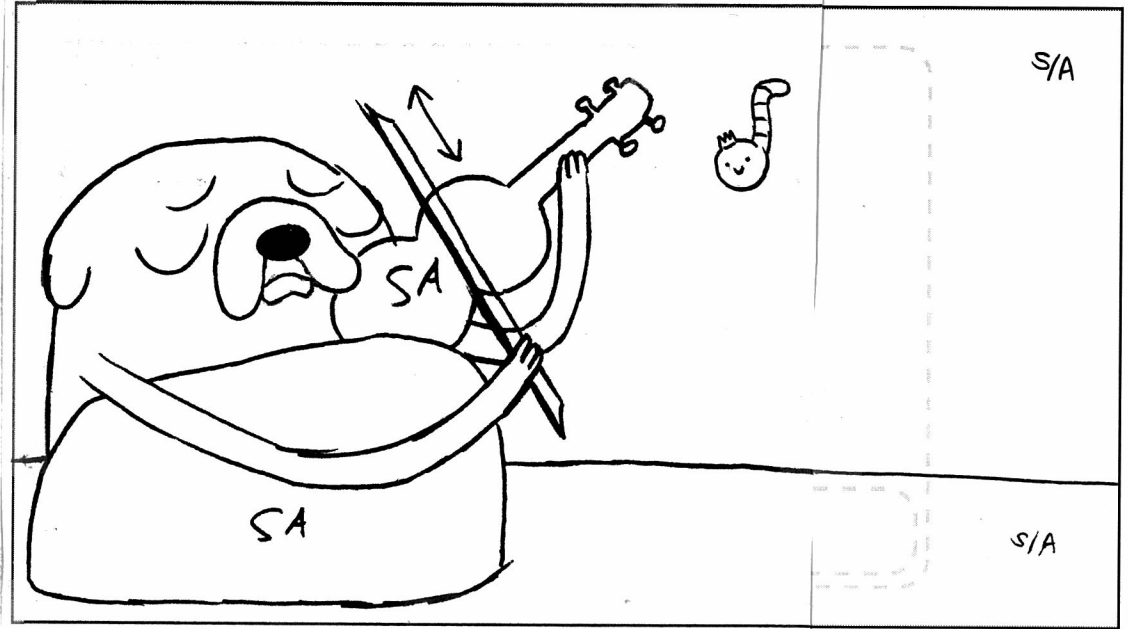
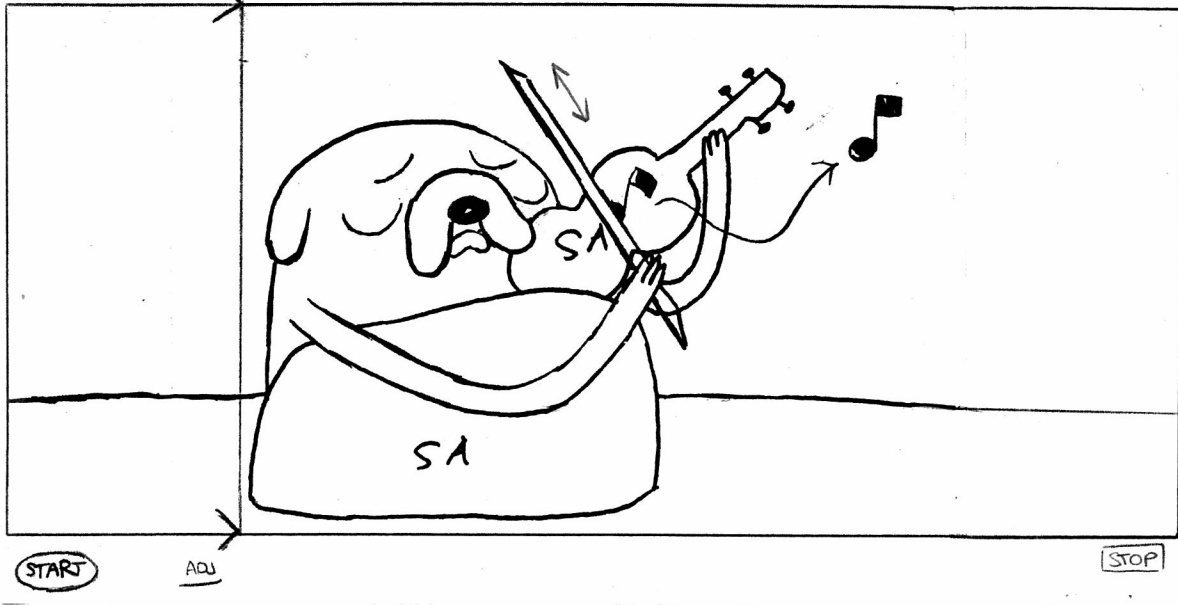
day night

Sc. 49

Pnl. F

Bg.

day night



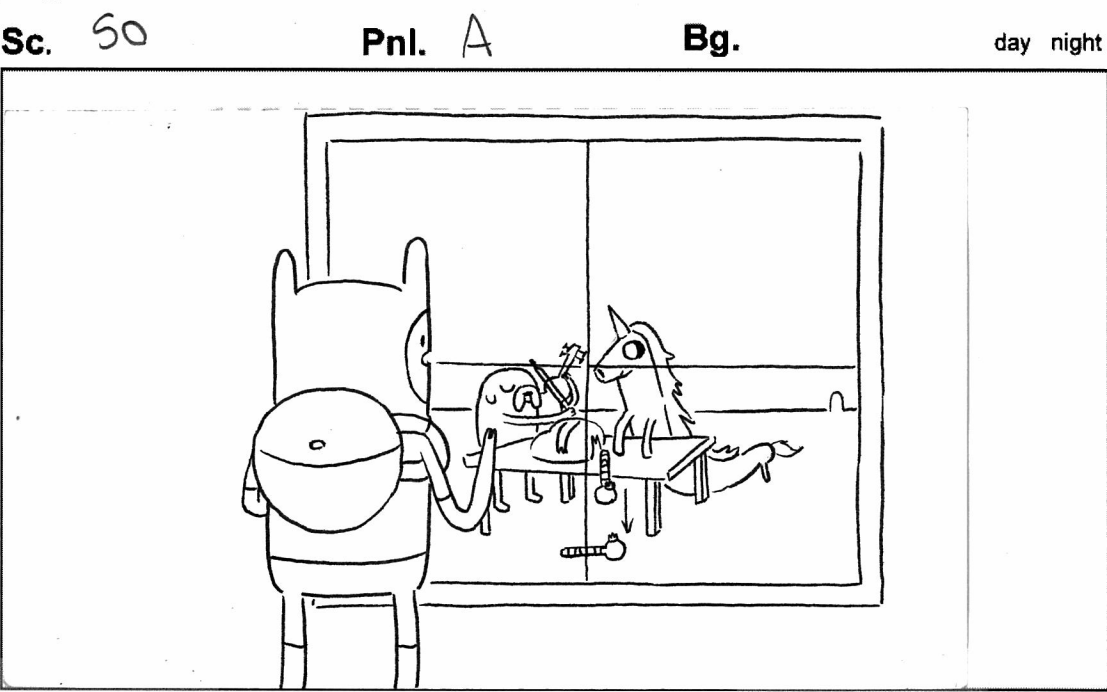
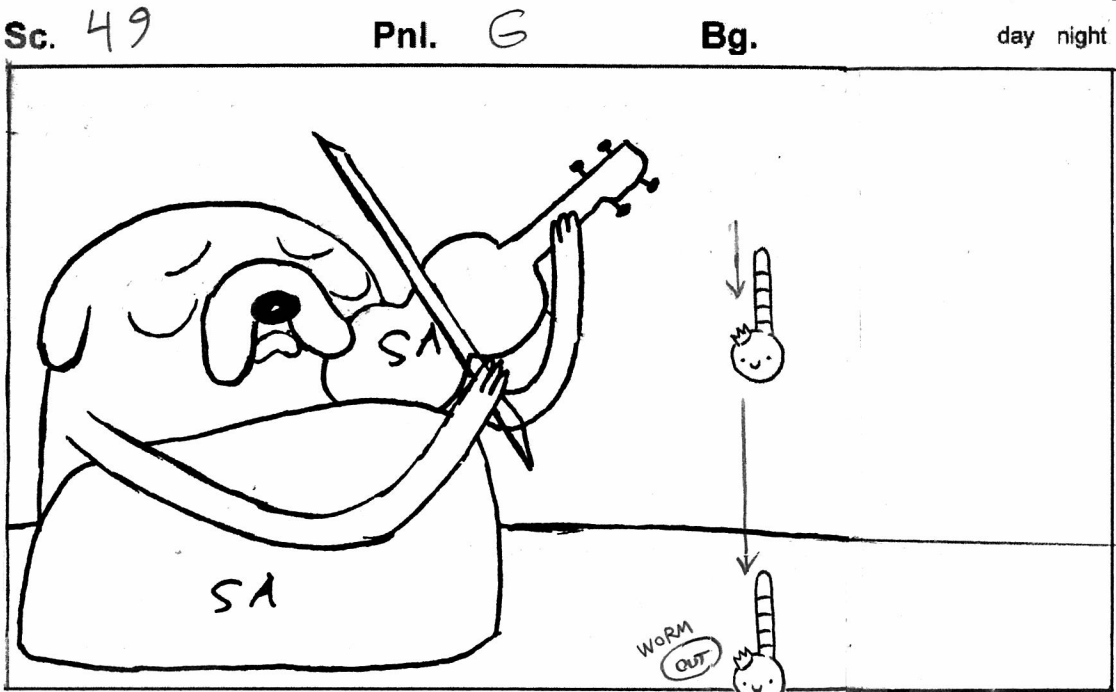
Dialog:	
Action:	<p>- NOTE WRIGGLES OUT OF VIOLA AND FLOATS INTO THE AIR.</p> <p>- ADJ. W/ NOTE</p> <p>- NOTE TURNS INTO WORM</p>
Timing:	

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ADVENTURE TIME



Dialog:
Action: -NOTE FALLS OFF/S -WORM LANDS ON THE GROUND.
Timing:

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ADVENTURE TIME

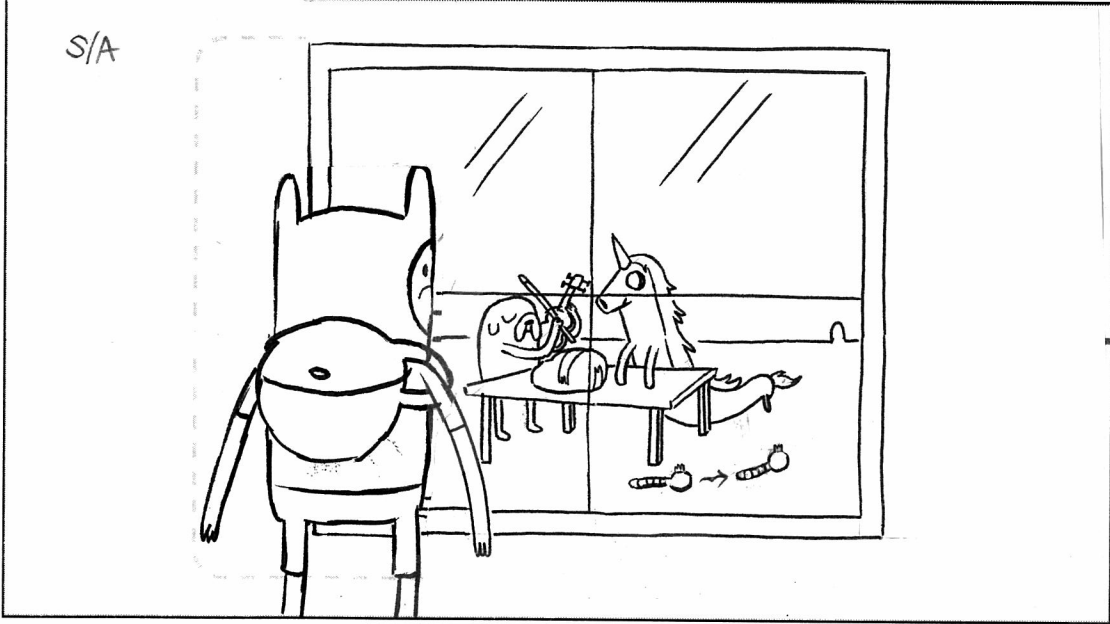


Sc. 50

Pnl. B

Bg.

day night

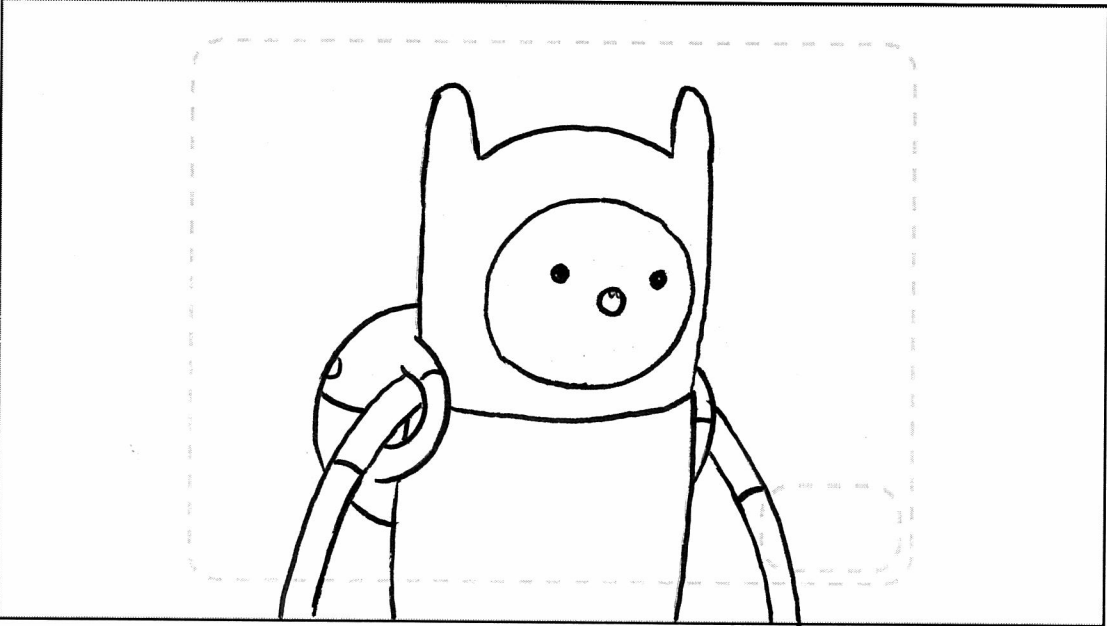


Sc. 51

Pnl. A

Bg.

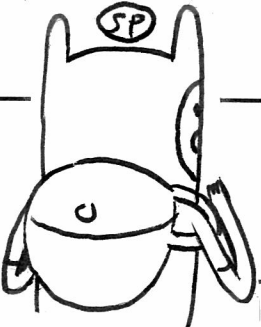
day night



Dialog:

Action:
- FINN WATCHES worm crawl along the floor towards a hole.

Timing:



100896
EPISODE #
Production :

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ADVENTURE TIME

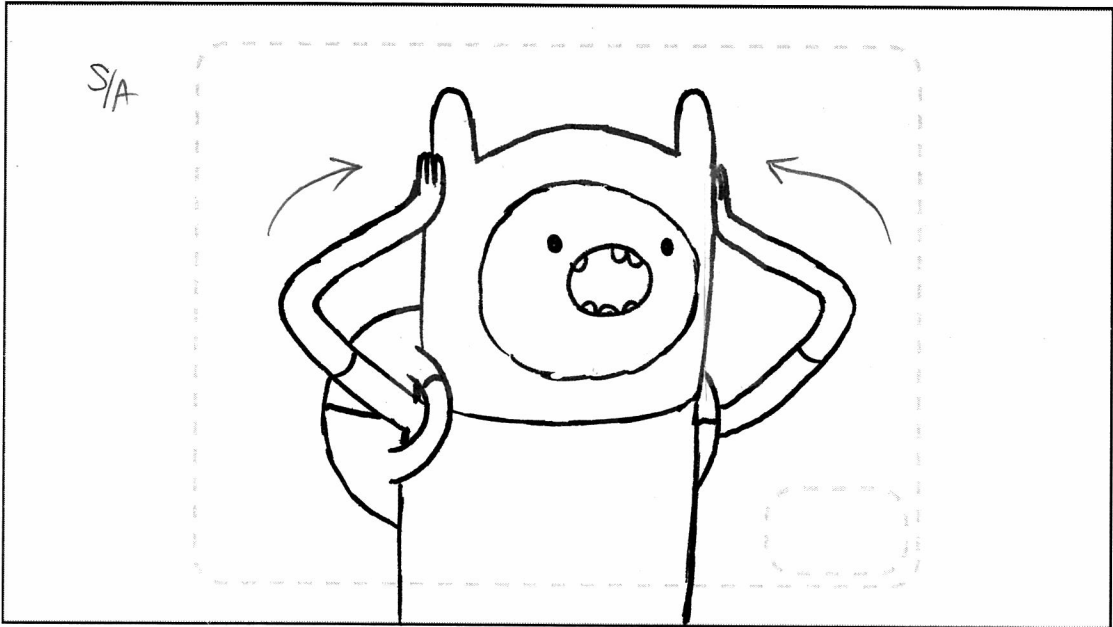


Sc. 51

Pnl. B

Bg.

day night

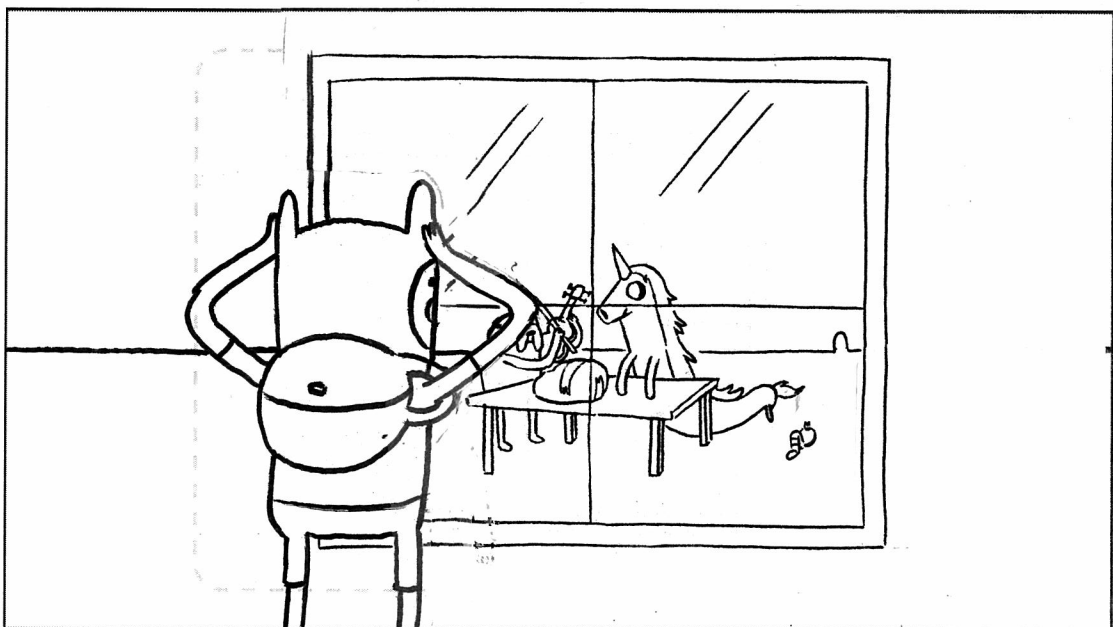


Sc. 52

Pnl. A

Bg.

day night



Dialog:	<u>F</u> : The worm!
Action:	-WARM SLOWLY CRAWLS CLOSER TO HOLE IN WALL.
Timing:	

100086

EPISODE #

Production :

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ADVENTURE TIME



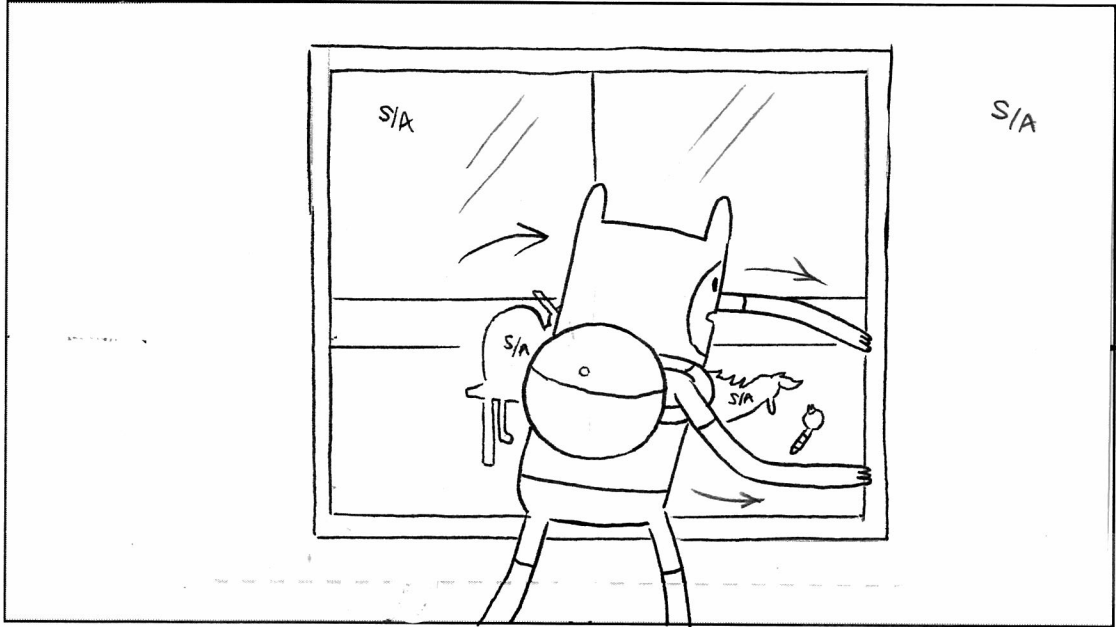
Page 75

Sc. 52

Pnl. B

Bg.

day night

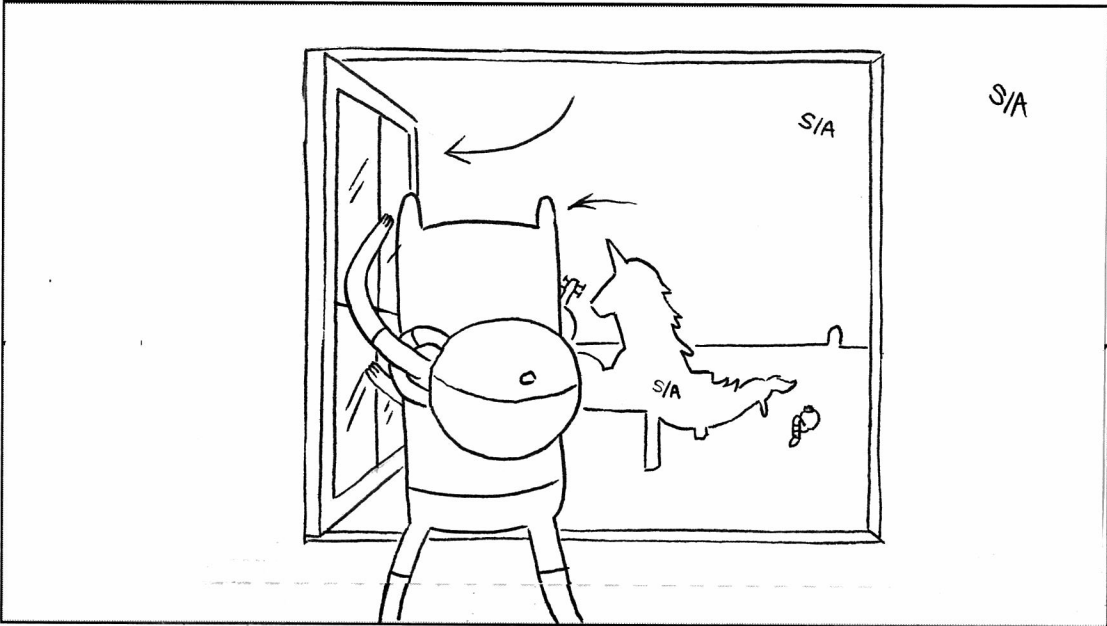


Sc. 52

Pnl. C

Bg.

day night



Dialog:

Action:

-FINN GRABS EDGE OF WINDOW,

-FINN SWINGS OPEN WINDOW

Timing:

100896

EPISODE #

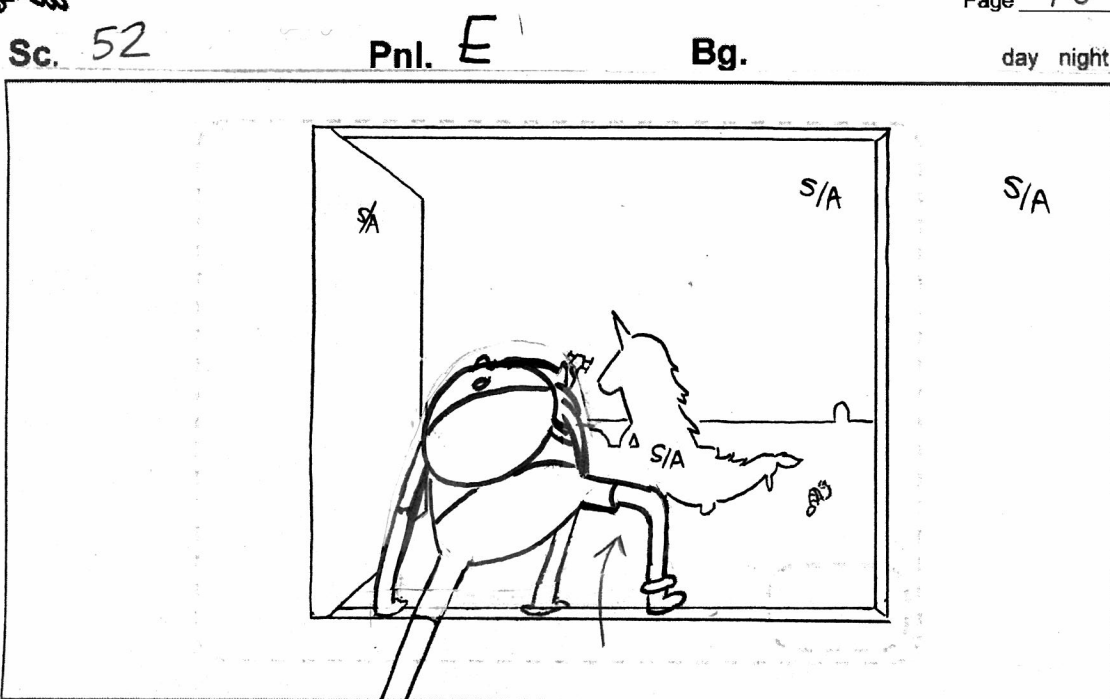
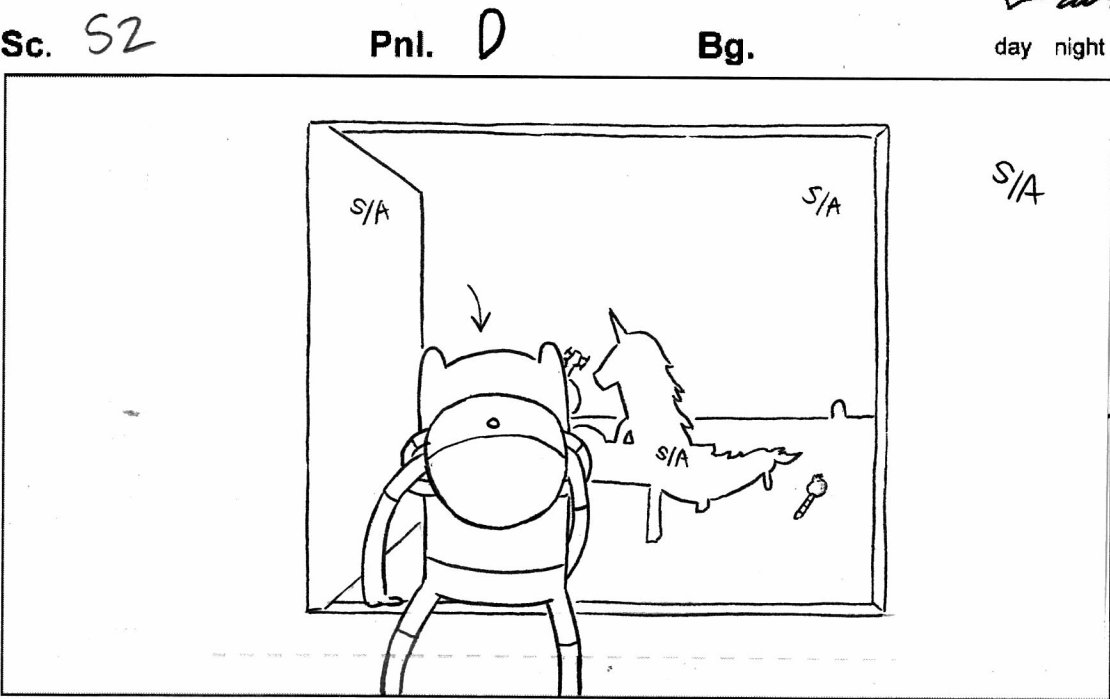
Production :

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ADVENTURE TIME



Page 76
day night



Dialog:	
Action:	- FINN PUTS A FOOT UP ON THE WINDOWSILL.
Timing:	

100896
EPISODE #
Production :

ADVENTURE TIME



Page 77

Sc. 52

Pnl. F

Bg.

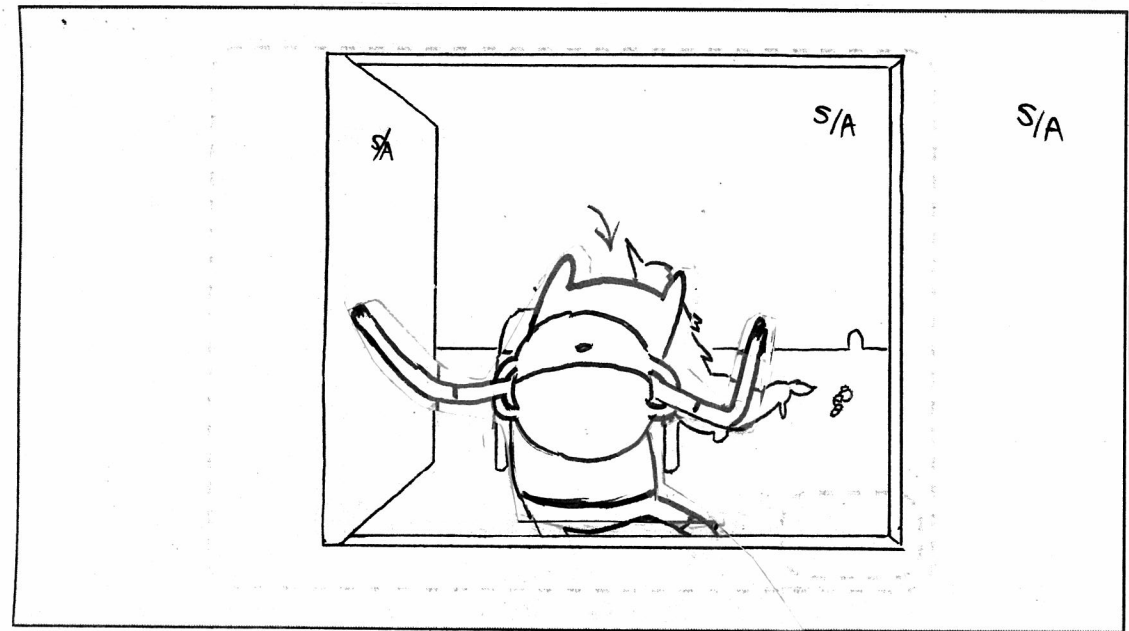
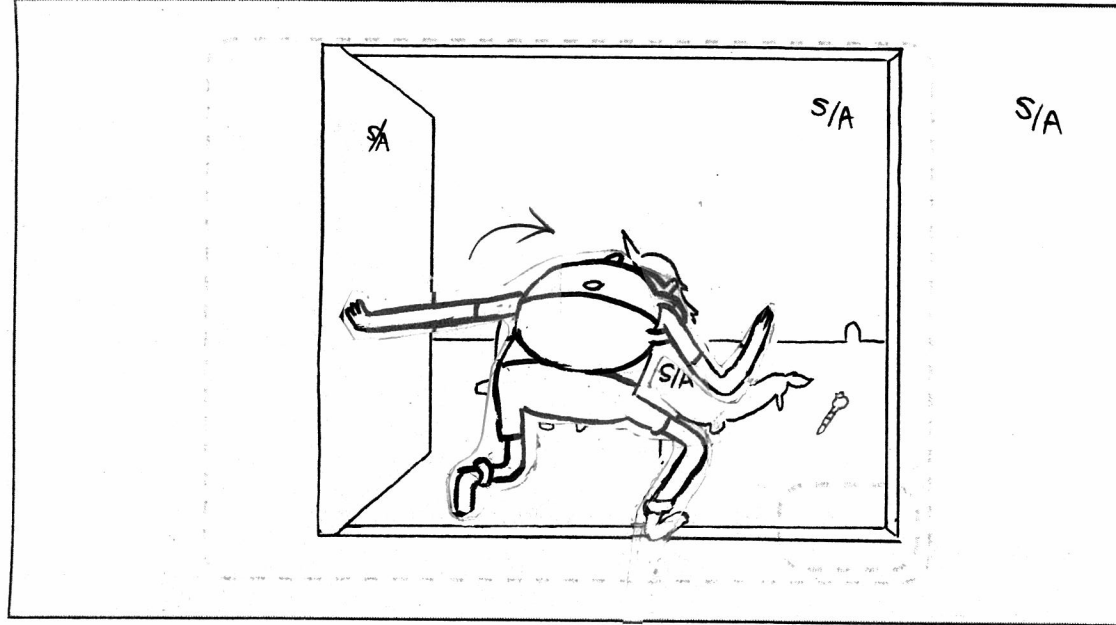
day night

Sc. 52

Pnl. G

Bg.

day night



Dialog:	
Action:	- FINN DROPS INTO ROOM
Timing:	

100896

EPISODE #

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ADVENTURE TIME

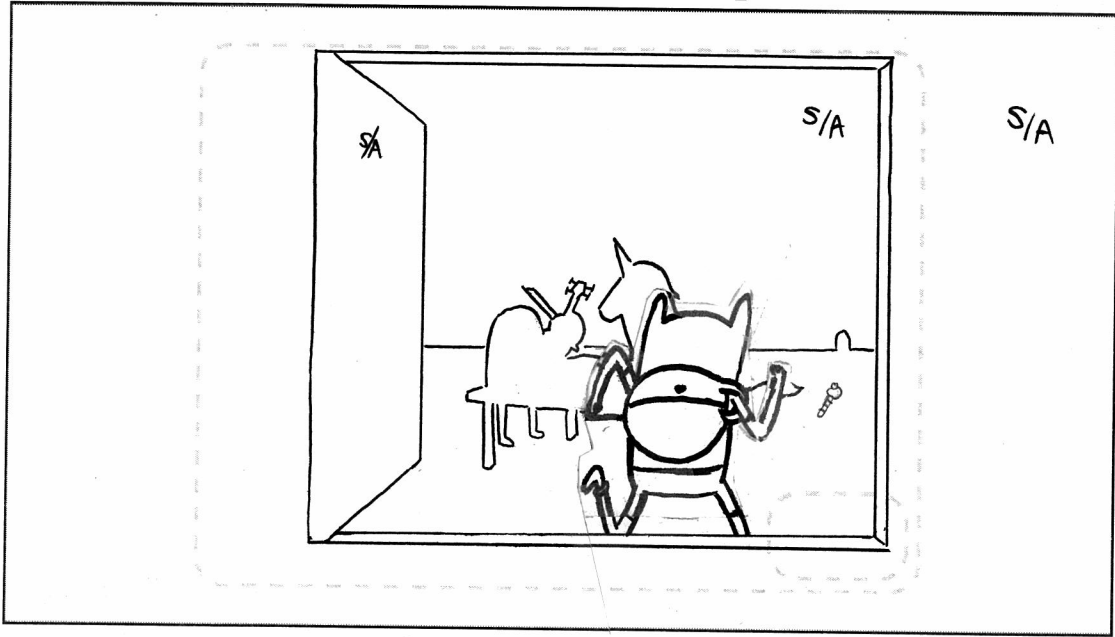


Sc. 52

Pnl. H

Bg.

day night

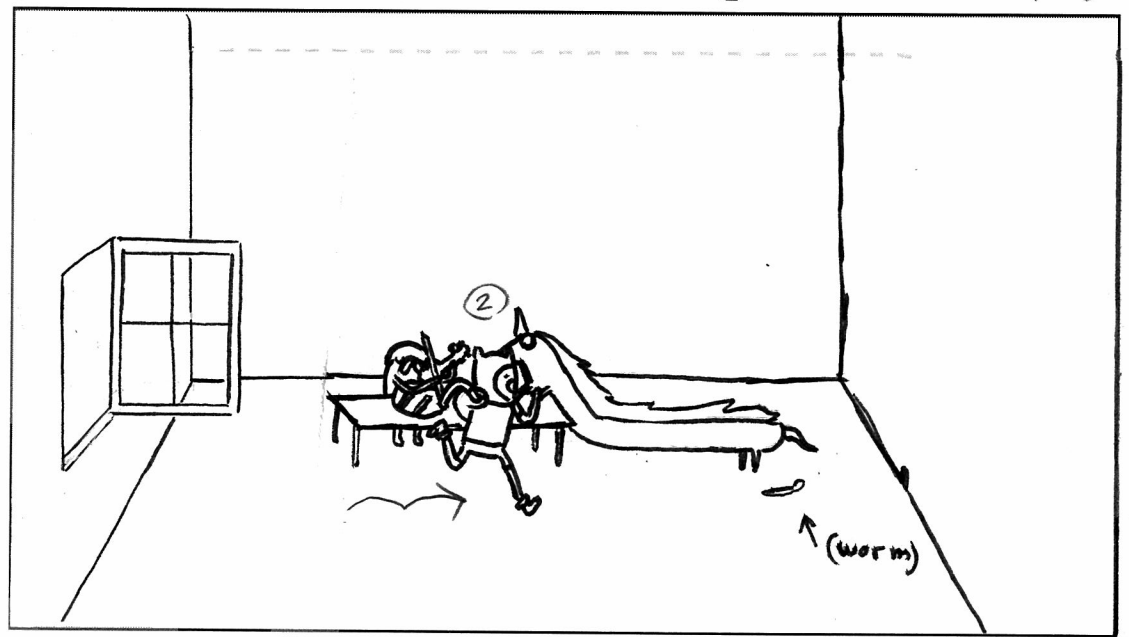


Sc. 53

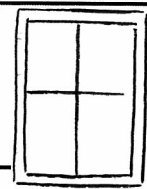
Pnl. A

Bg.

day night



Dialog:	
Action:	Finn rushes after worm.
Timing:	



①



- FINN RUNS TOWARDS WORM

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ADVENTURE TIME

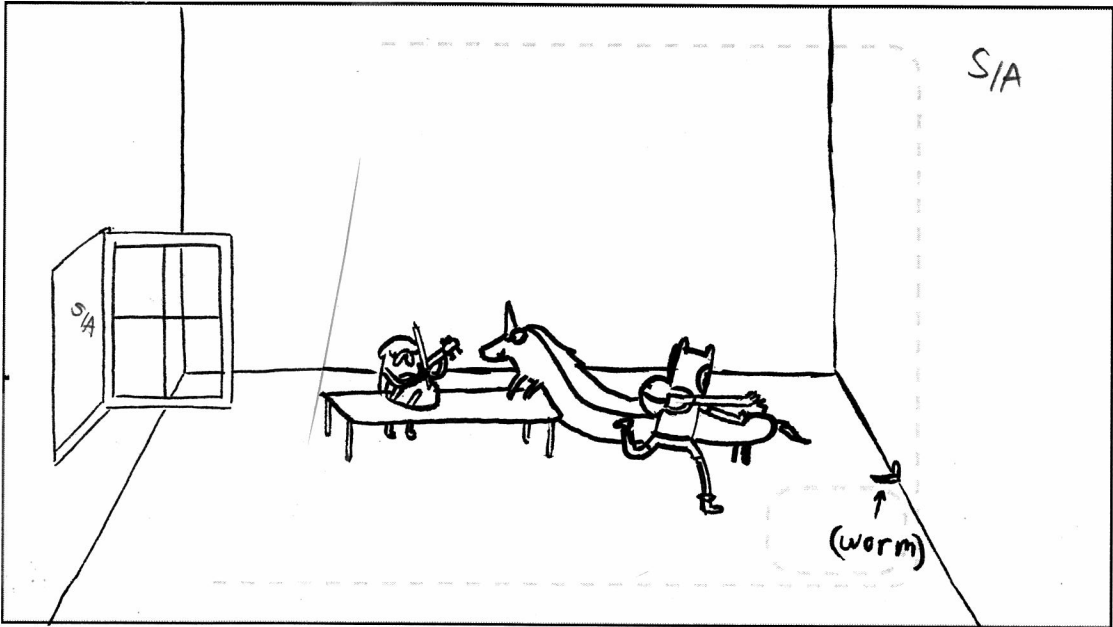


Sc. 53

Pnl. B

Bg.

day night

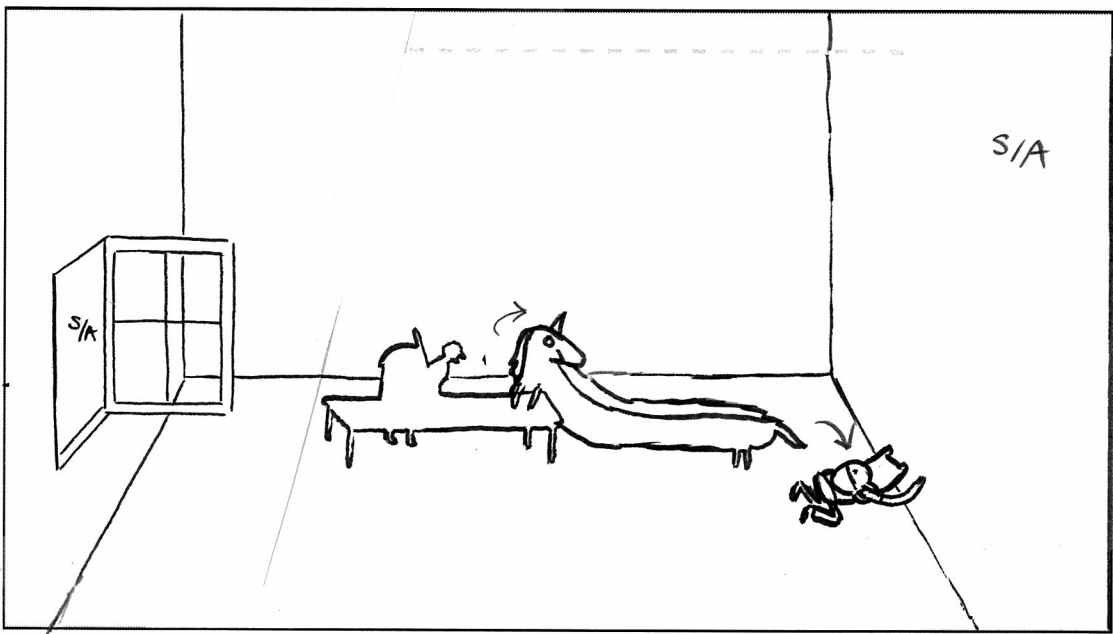


Sc. 53

Pnl. C

Bg.

day night



Dialog:	
Action:	<div><div>- FINN STRETCHES HIS ARMS OUT.</div><div>- WORM ESCAPES INTO HOLE.</div><div>- JAKE CONTINUES TO BOW VIOLA.</div></div> <div><div>- FINN KNEELS BY HOLE.</div><div>- LADY TURNS TO WATCH FINN.</div></div>
Timing:	

100886

EPISODE #

Production :

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ADVENTURE TIME



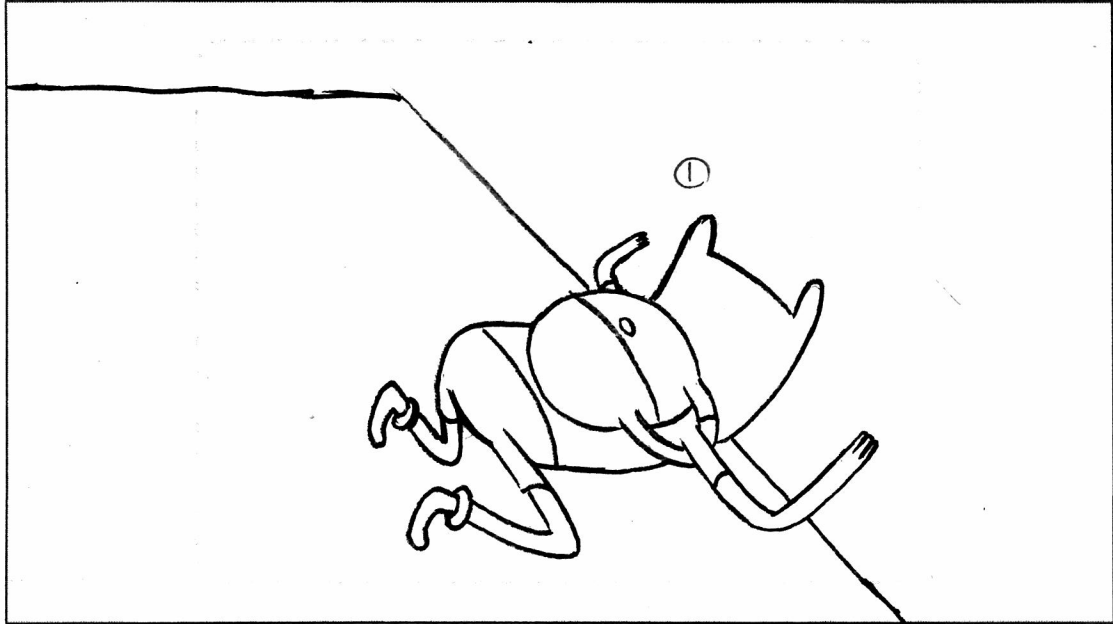
Page 80

Sc. 54

Pnl. A

Bg.

day night

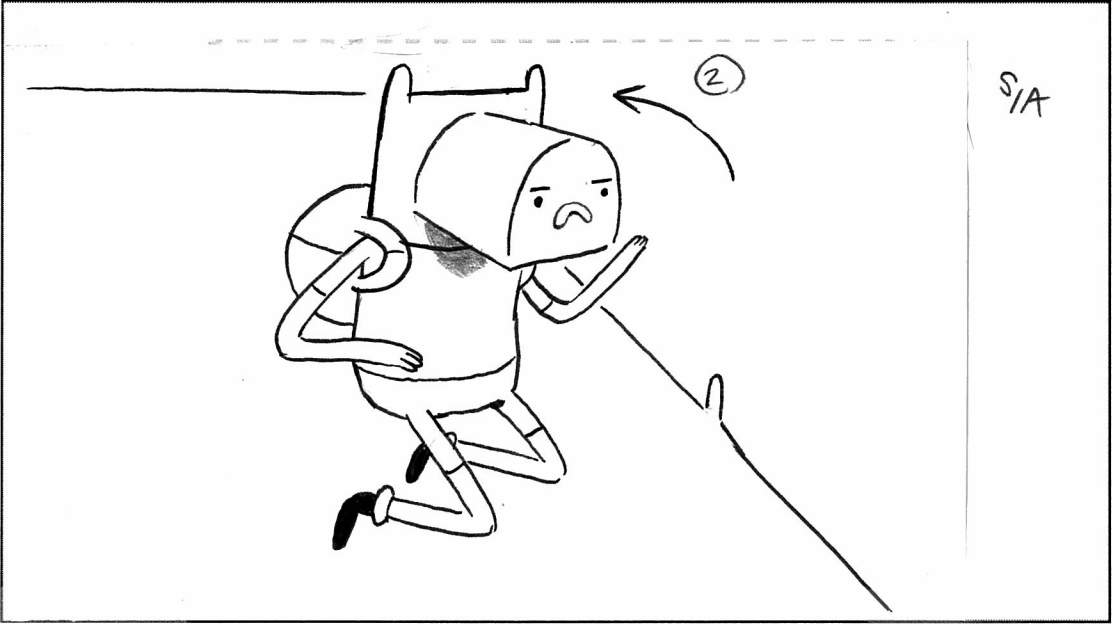


Sc. 54

Pnl. B

Bg.

day night

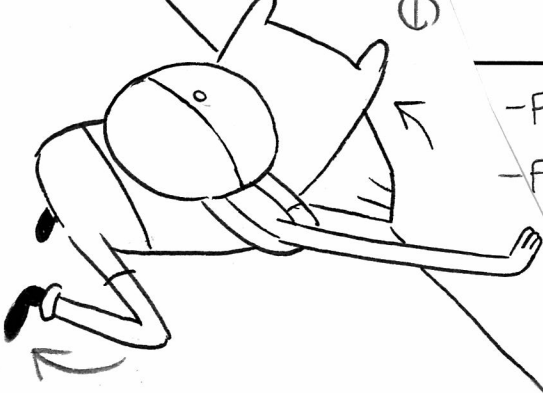
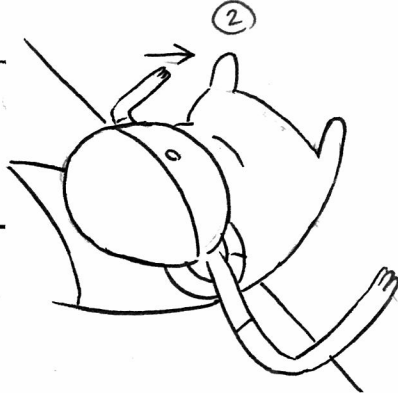


Dialog:

Action:

- FINN PRESSES FACE AGAINST HOLE

Timing:



SFX: *SHOONK*

-FINN PULLS AWAY FROM HOLE,
-FINN'S FACE IS HOLE-SHAPED.

EPISODE # 100896

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ADVENTURE TIME



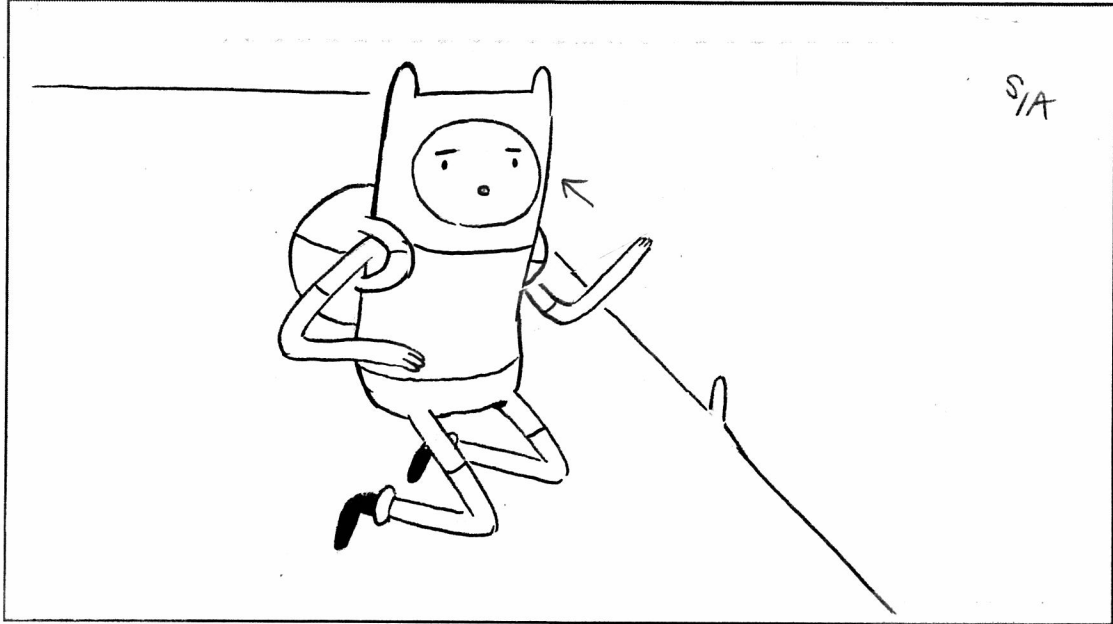
Page 81

Sc. 54

Pnl. C

Bg.

day night

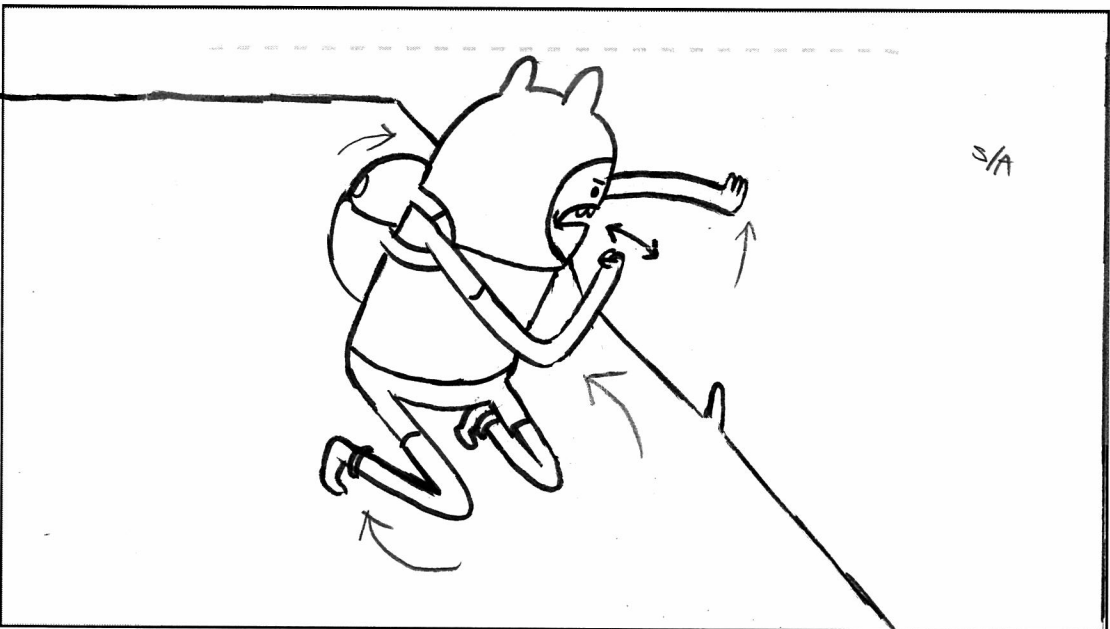


Sc. 54

Pnl. D

Bg.

day night



Dialog:

FINN: WOOORM!

Action:

- FINN'S FACE RETURNS TO ORIGINAL SHAPE

- Finn shakes his fist in fury.

Timing:

EPISODE #

100896

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ADVENTURE TIME

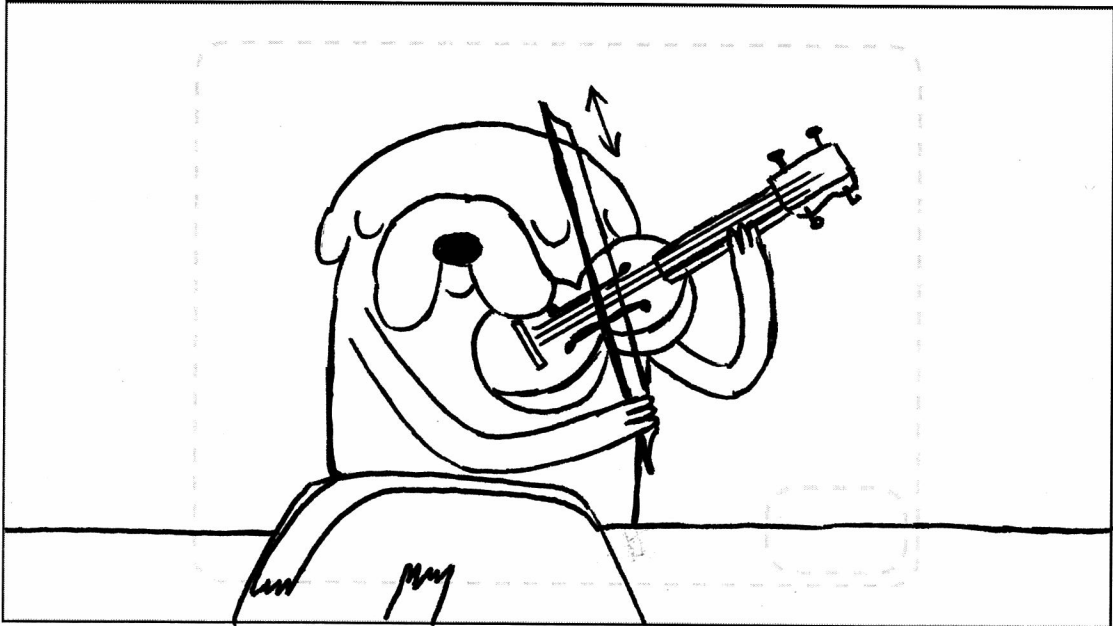


Sc. 55

Pnl. A

Bg.

day night



Sc. 55

Pnl. B

Bg.

day night



Dialog:	FINN: (o/s) WOOOIM!!	
Action:	- Jake bowing.	- Jake hears Finn shouting.
Timing:		

100896
EPISODE #
Production :

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ADVENTURE TIME

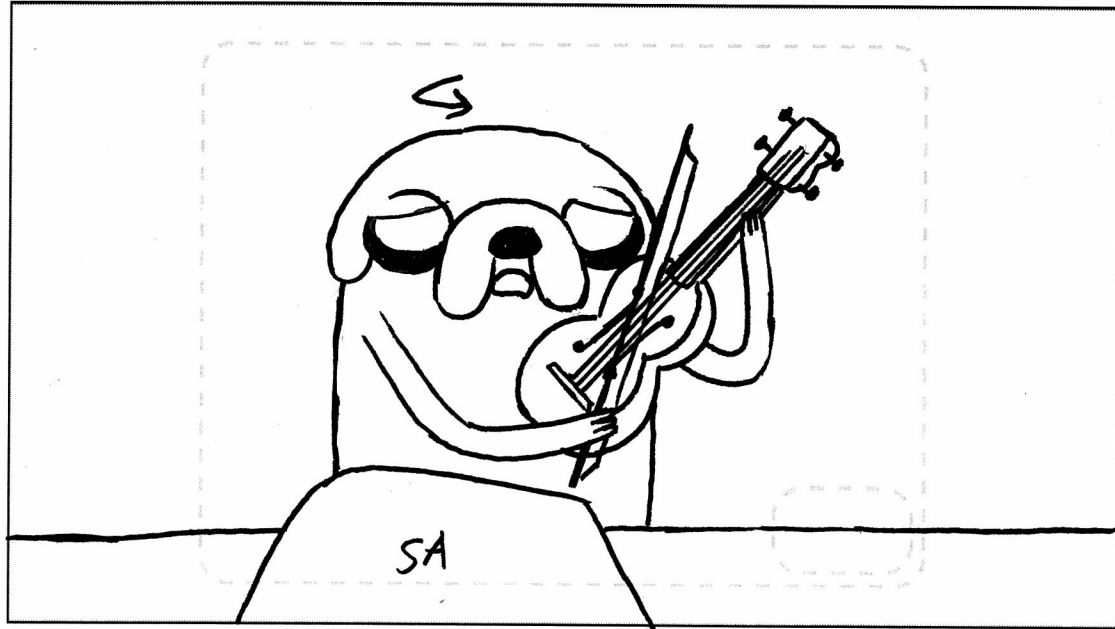


Sc. 55

Pnl. C

Bg.

day night

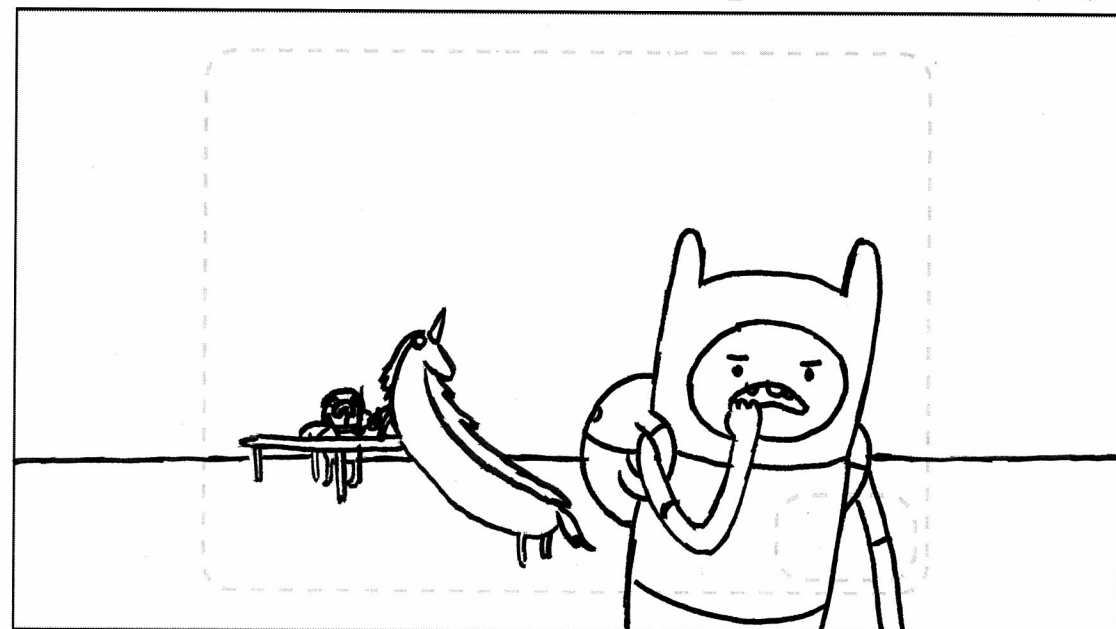


Sc. 56

Pnl. A

Bg.

day night



Dialog:

F: WYRMM!!

Action:

- JAKE suddenly stops playing.
He acts as if he just woke
from a dream.

- Jake sees Finn.
- FINN CONTINUES SHAKING FIST.

Timing:

100896
EPISODE #
Production :

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ADVENTURE TIME

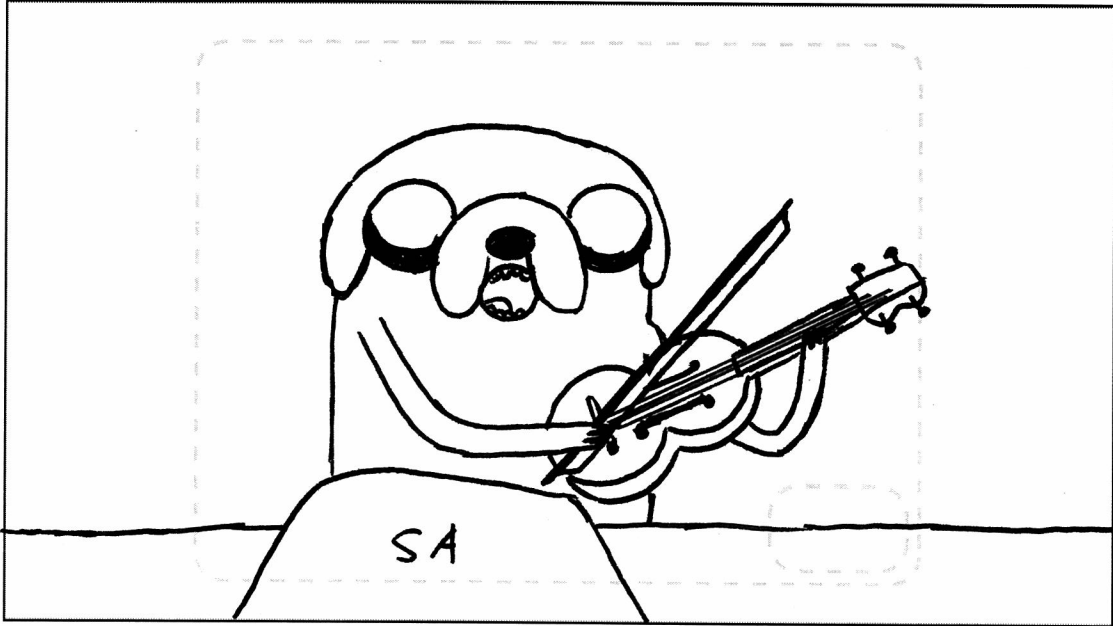


Sc. 57

Pnl. A

Bg.

day night

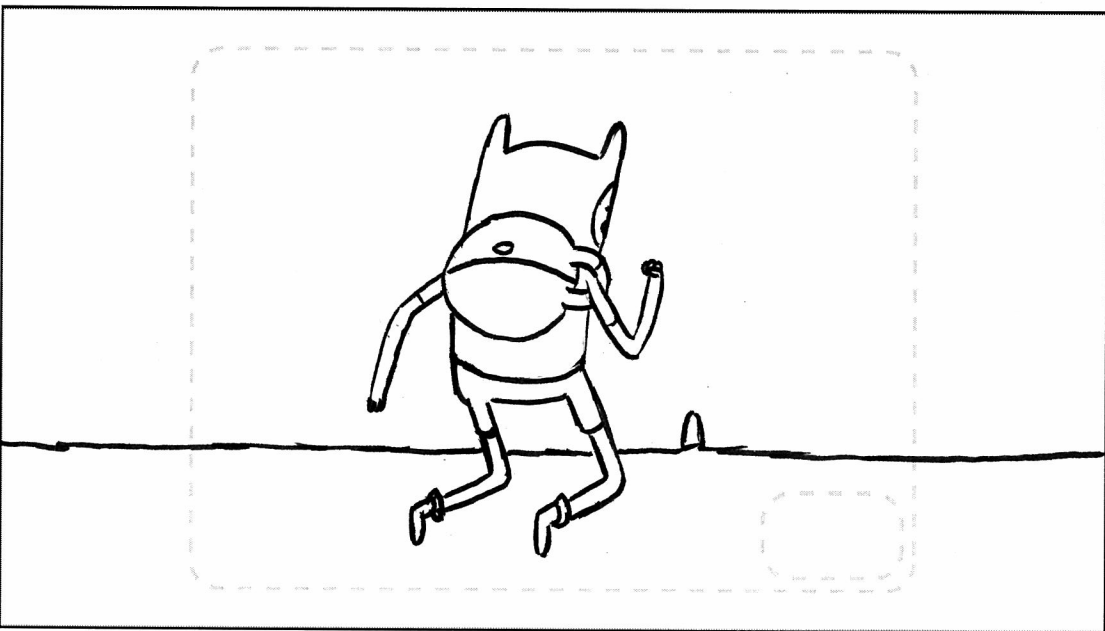


Sc. 58

Pnl. A

Bg.

day night



Dialog:	<u>J</u> : finn?! Oh man, is it really you?	<u>F</u> : Jake?
Action:		
Timing:		

968001
EPISODE #
Production :

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ADVENTURE TIME



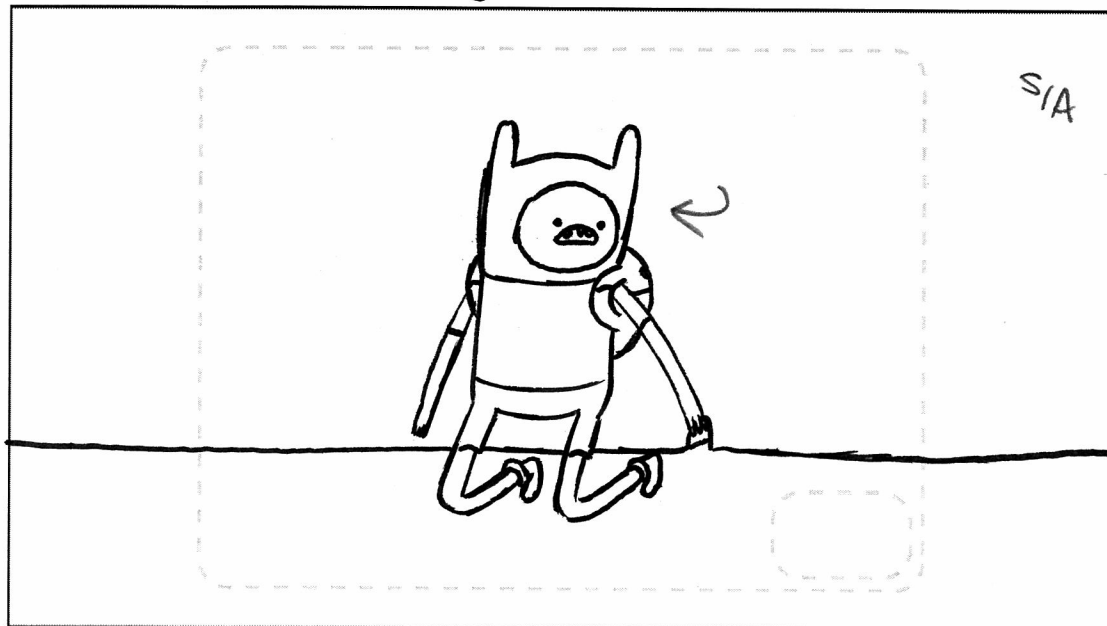
Page 85

Sc. 58

Pnl. B

Bg.

day night

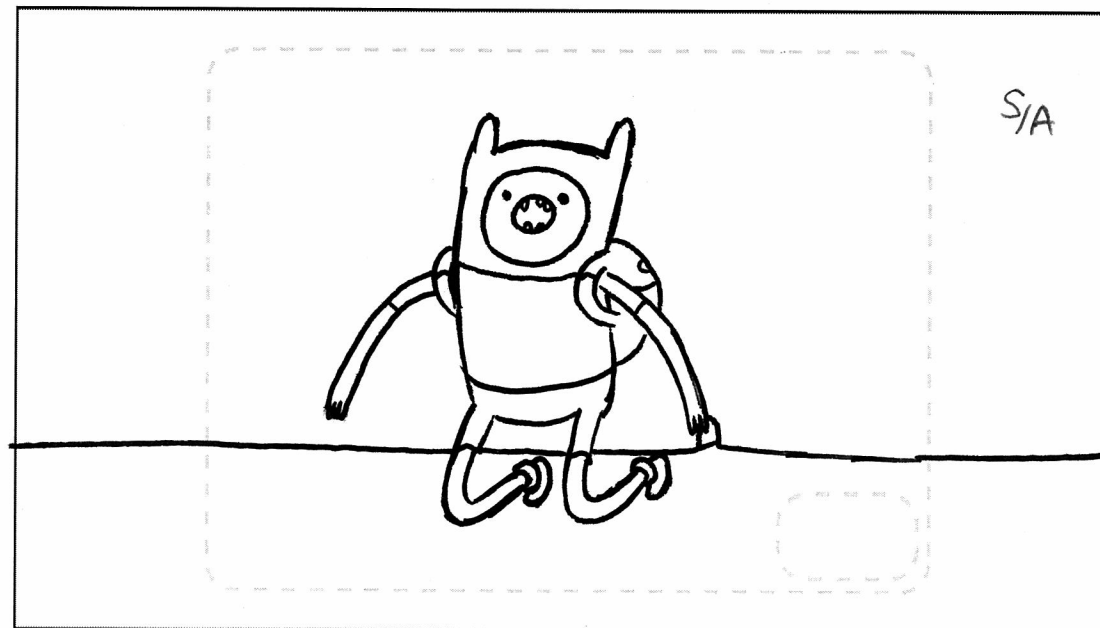


Sc. 58

Pnl. C

Bg.

day night



Dialog:

FINN: Yeah, I think so.

Action: - FINN TURNS AROUND.

Timing:

EPISODE #
100896

Production :

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ADVENTURE TIME



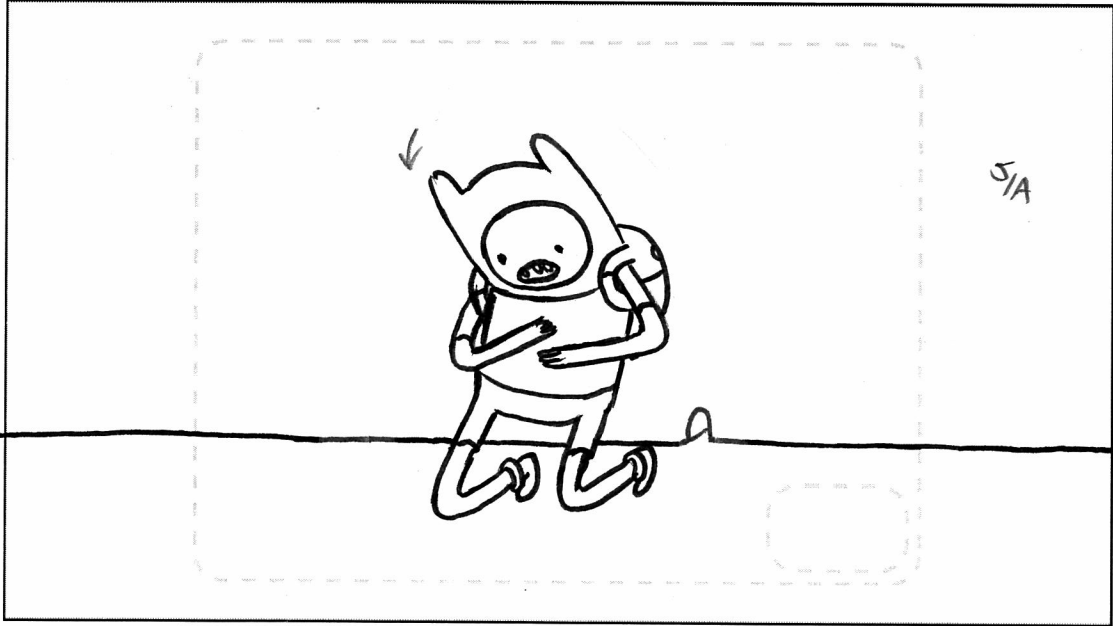
Page 86

Sc. 58

Pnl. D

Bg.

day night

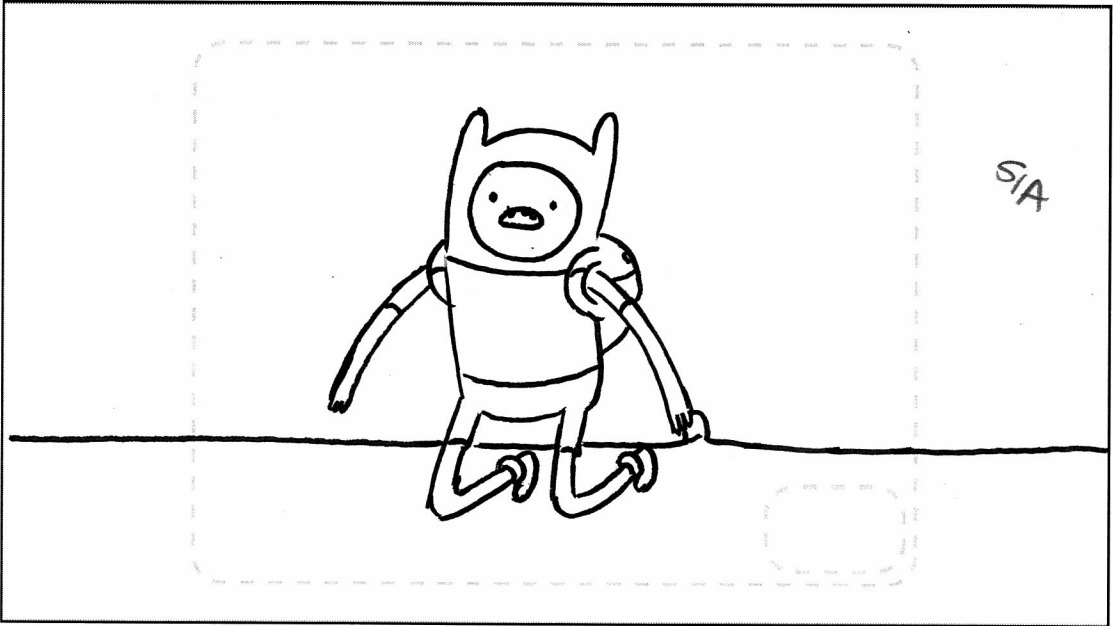


Sc. 58

Pnl. E

Bg.

day night



Dialog:

E: Yep.

Action:

FINN Looks down at his body and pats himself.

Timing:

100896

EPISODE #

Production :

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ADVENTURE TIME

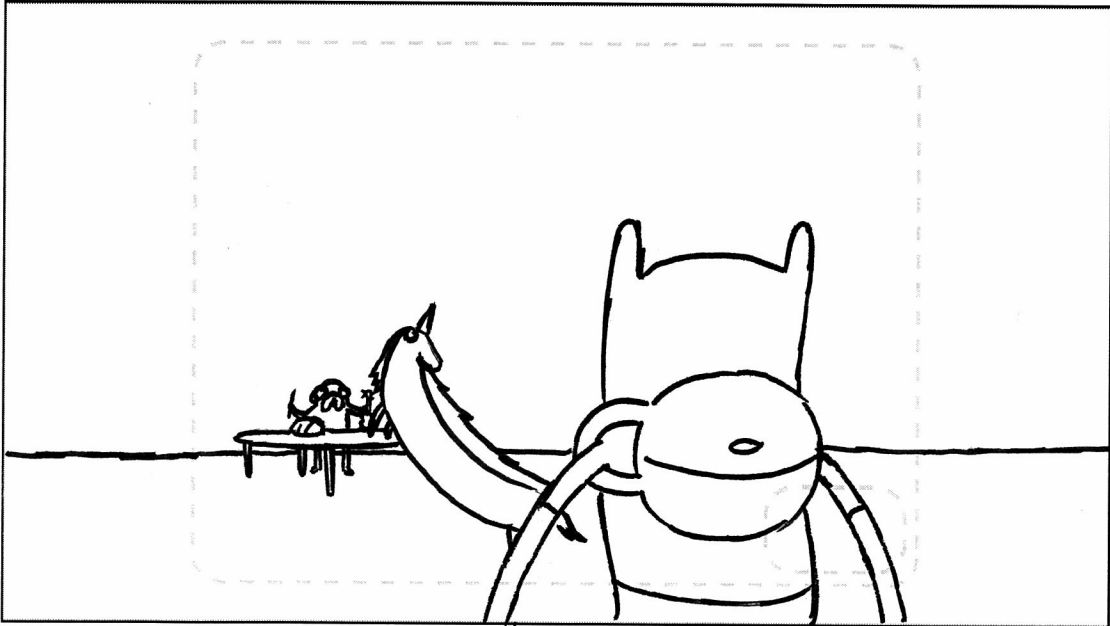


Sc. 59

Pnl. A

Bg.

day night

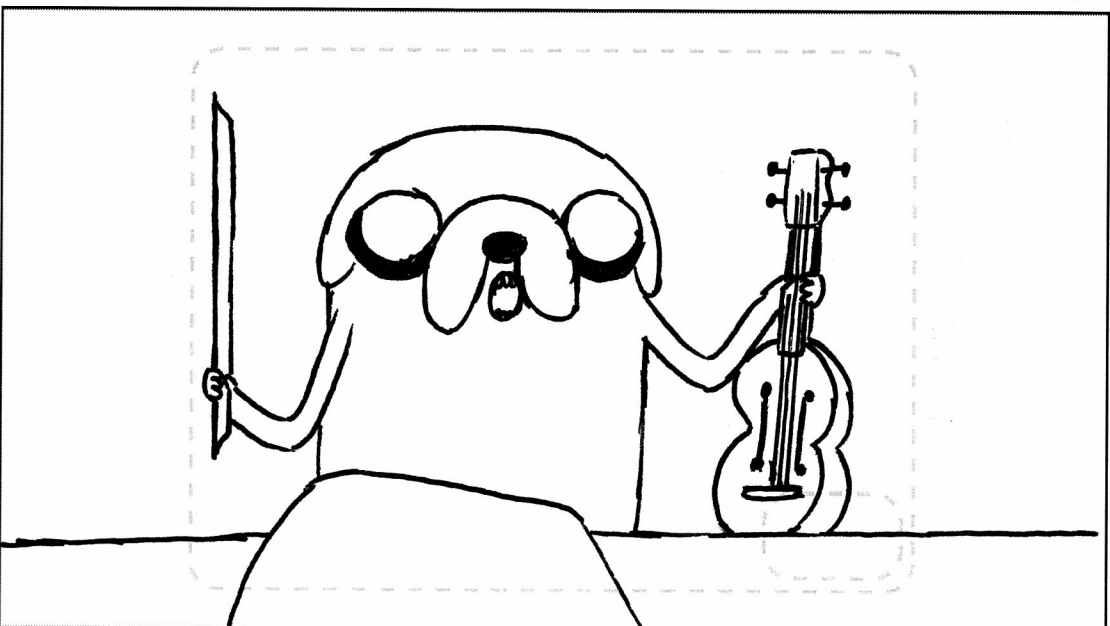


Sc. 60

Pnl. A

Bg.

day night



Dialog:	J: I'm trapped in this dream...	J: and I can't wake up.
Action:		
Timing:		

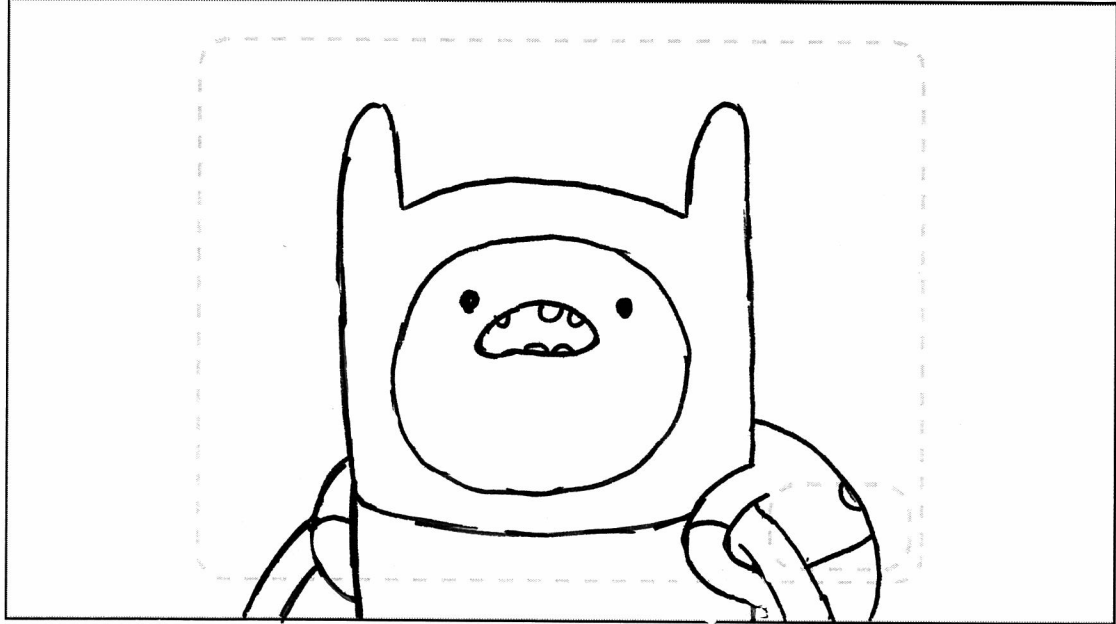
100896
EPISODE #
Production :

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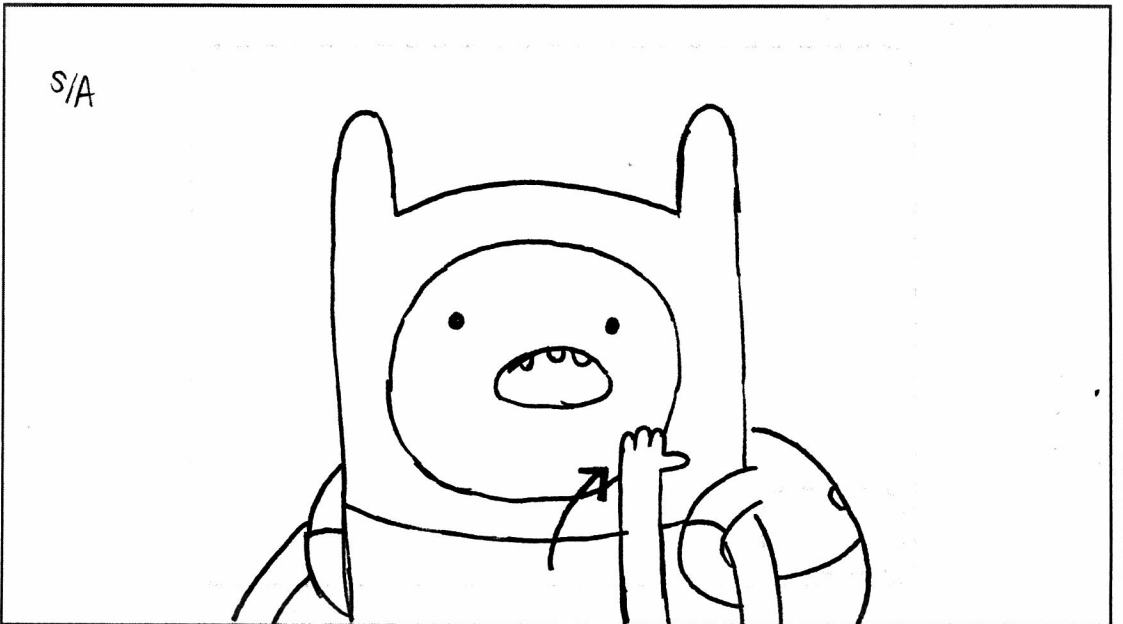
ADVENTURE TIME



Sc. 61 Pnl. A Bg. day night



Sc. 61 Pnl. B Bg. day night



Dialog:	Ⓔ Me too.	F: I was just in some other part of the dream,
Action:		
Timing:		

EPISODE 968001
Production :

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ADVENTURE TIME

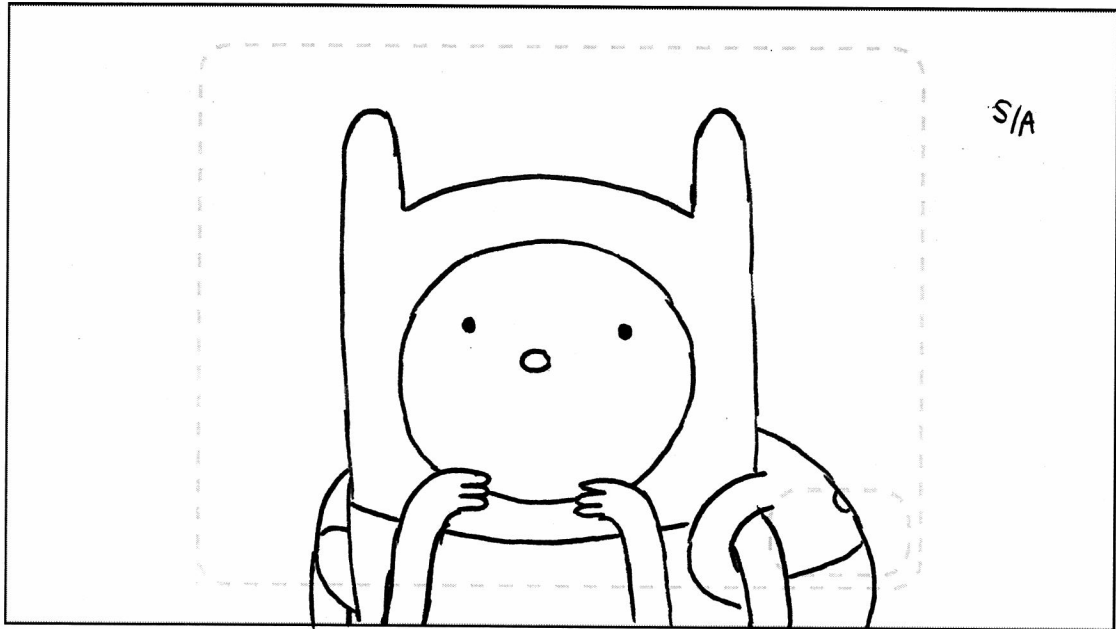


Sc. 61

Pnl. C

Bg.

day night

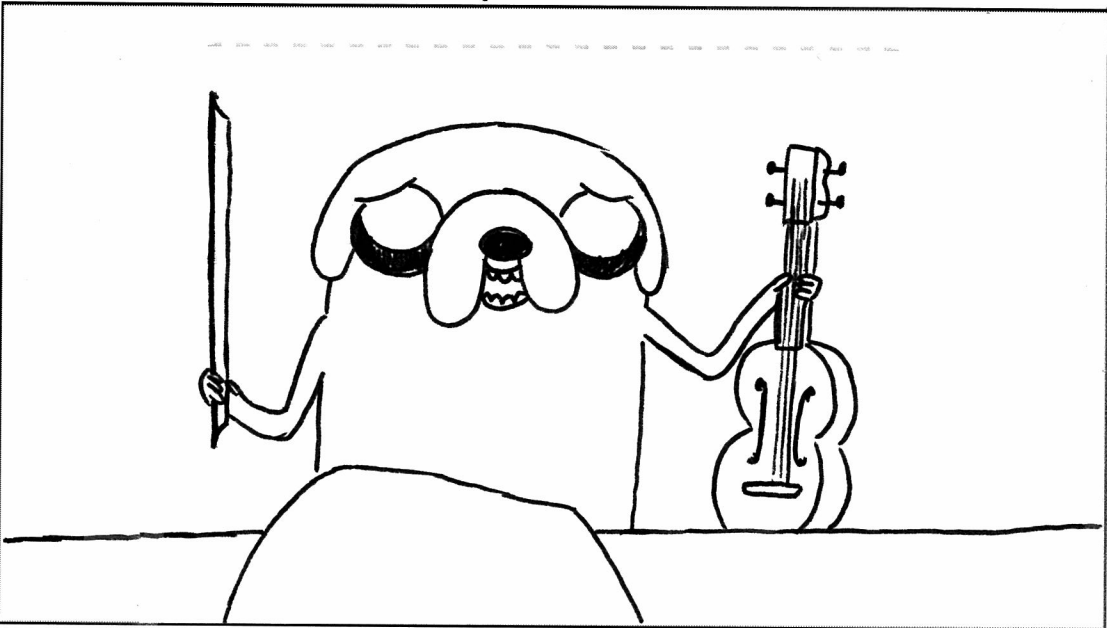


Sc. 62

Pnl. A

Bg.

day night



Dialog:

⑥ With Princess Bubblegum
and Flame Princess

⑦ Make-out dreams? Nice...

Action:

Timing:

100896

EPISODE #

Production :

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ADVENTURE TIME

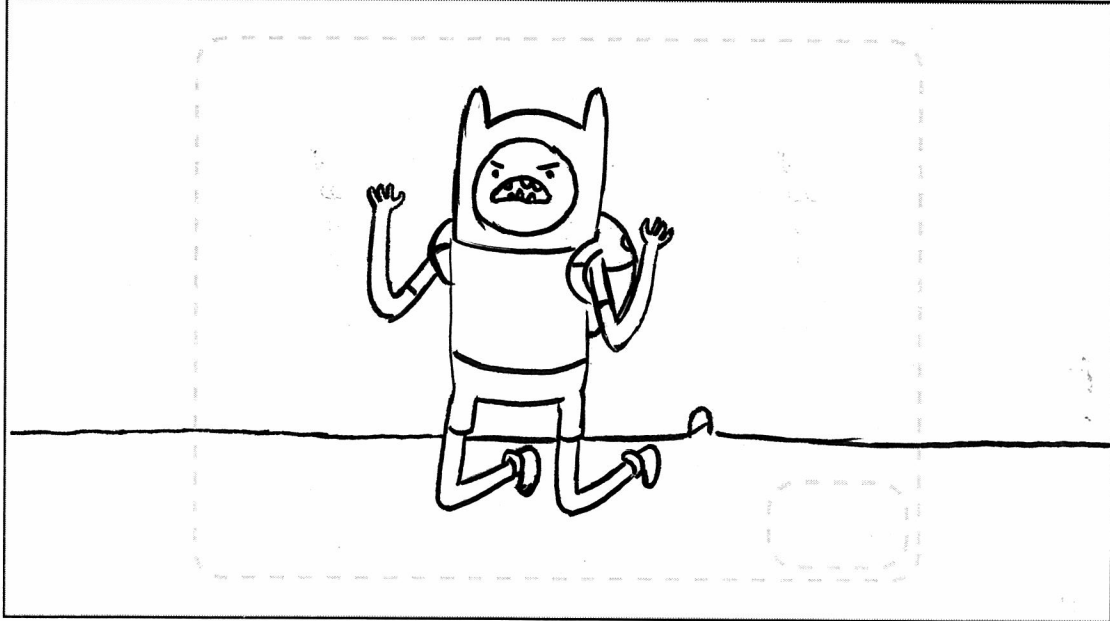


Sc. 63

Pnl. A

Bg.

day night

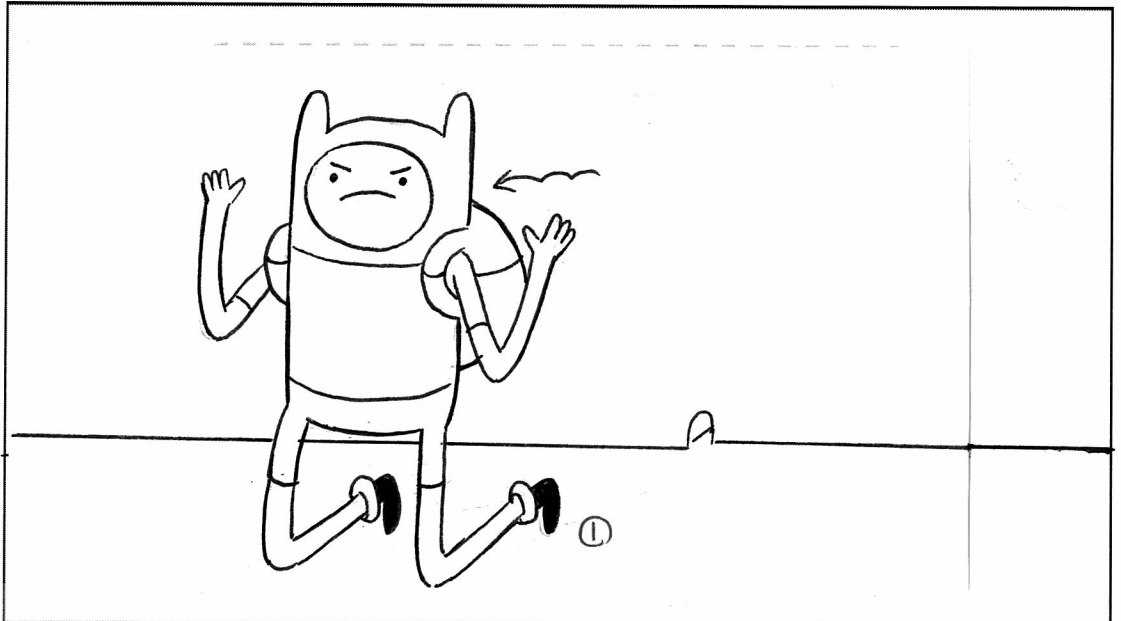


Sc. 63

Pnl. B

Bg.

day night



Dialog: Ⓕ What?!

Action:

-FINN STARTS TO SLIDE FORWARD STRANGELY
-FINN'S FEET

Timing:



100896
EPISODE #
Production :

ADVENTURE TIME

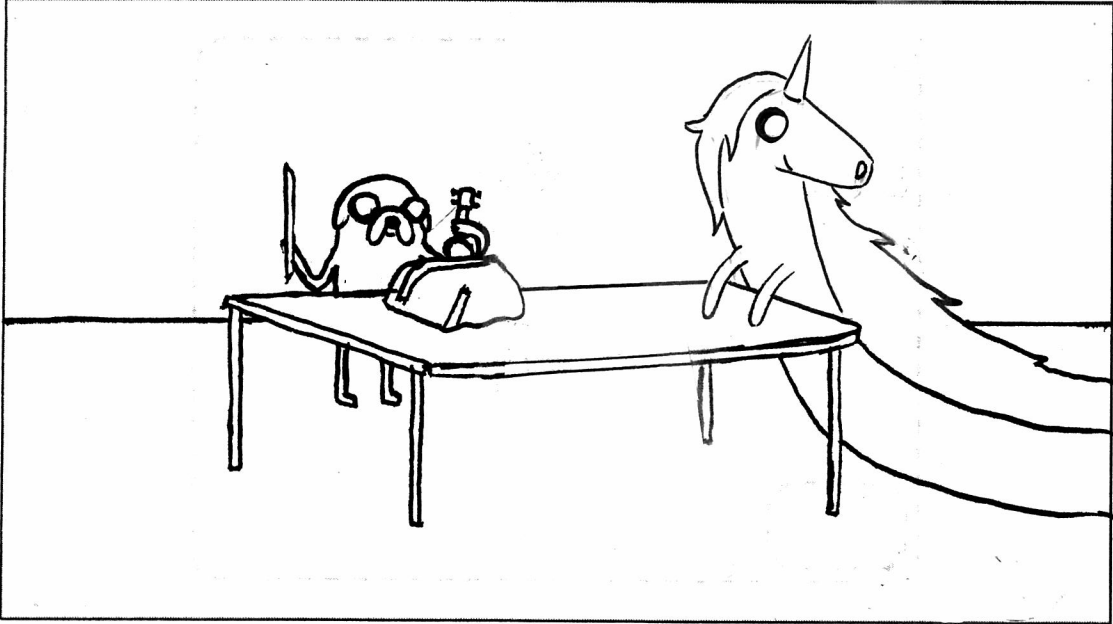


Sc. 64

Pnl. A

Bg.

day night

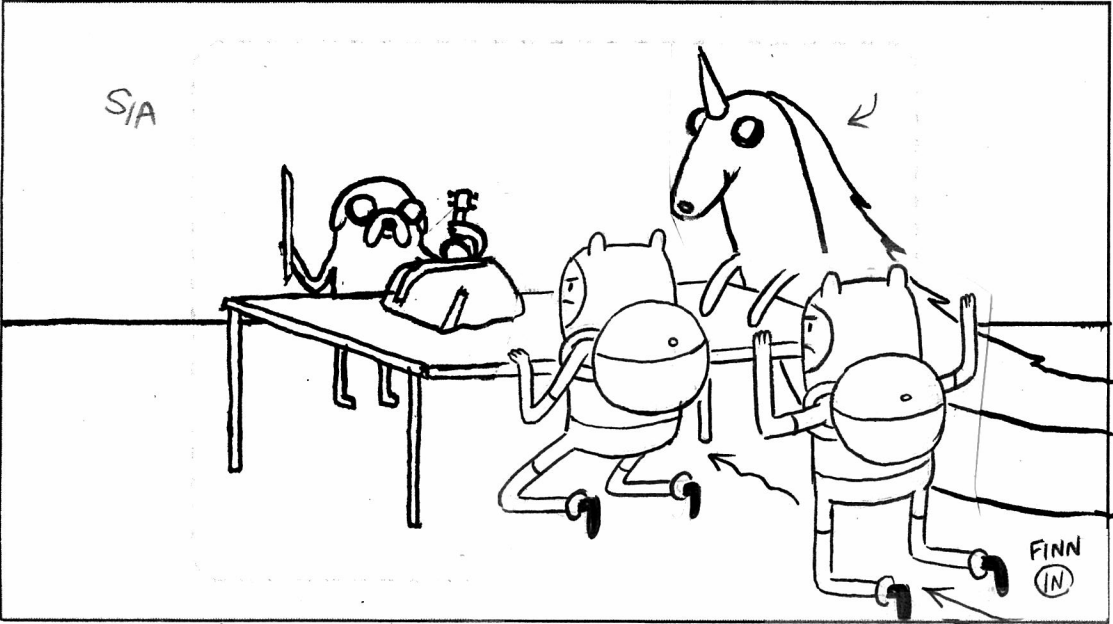


Sc. 64

Pnl. B

Bg.

day night



Dialog:

Action:

- FINN SLIDES ON/IS AND UP TO TABLE.
- LADY TURNS TO LOOK AT FINN.

Timing:

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ADVENTURE TIME

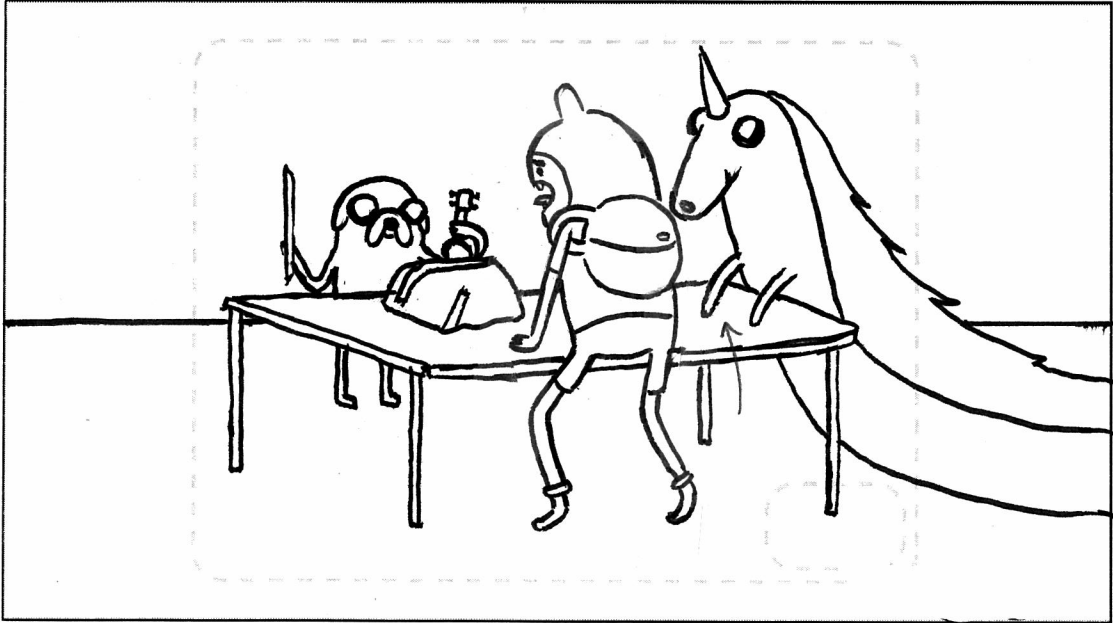


Sc. 64

Pnl. C

Bg.

day night

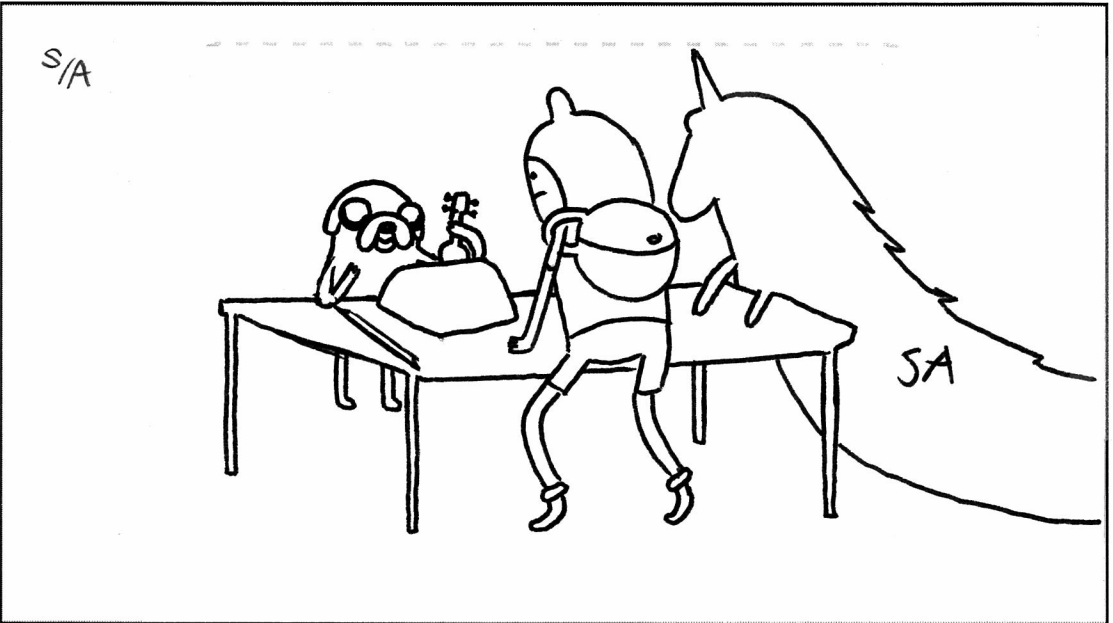


Sc. 64

Pnl. D

Bg.

day night



Dialog:	<u>F</u> : No, it wasn't like that!	<u>J</u> : I won't judge.
Action:	<ul style="list-style-type: none">- Jake puts bow down on table.- FINN RISES TO HIS FEET.	
Timing:		

100896
EPISODE #
Production :

ADVENTURE TIME



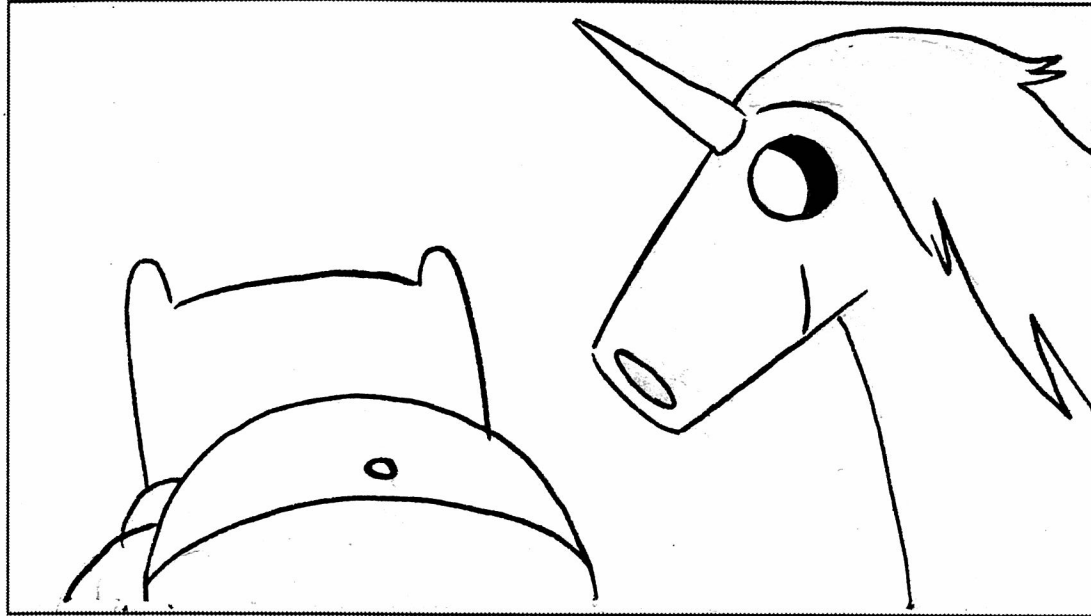
Page 93

Sc. 6S

Pnl. A

Bg.

day night

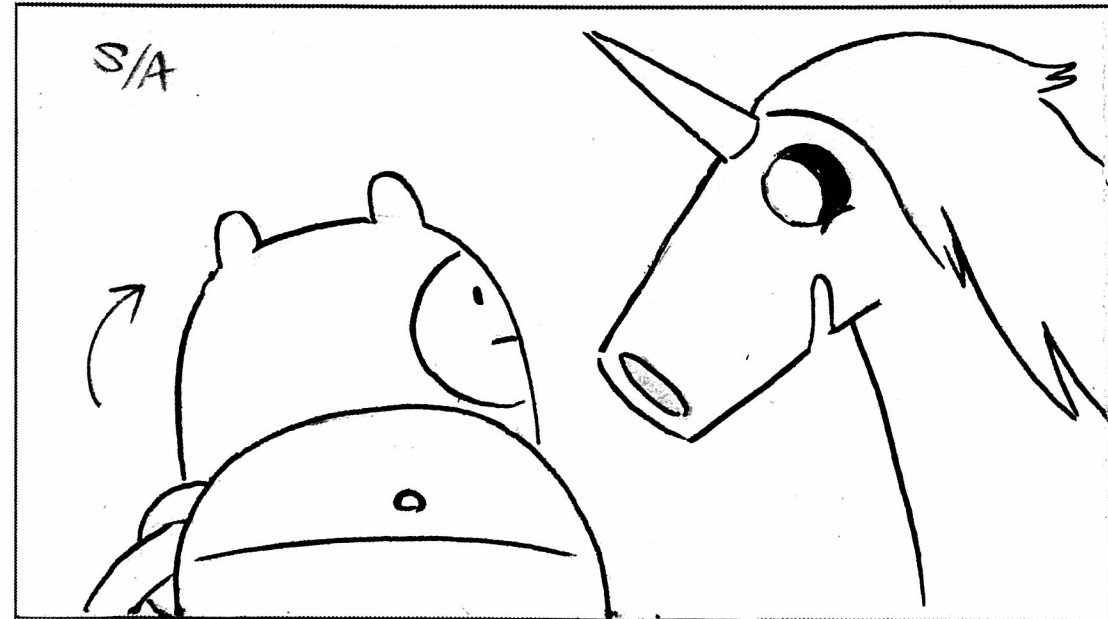


Sc. 6S

Pnl. B

Bg.

day night



Dialog:

Action:

-FINN LOOKS AT LADY
-LADY OPENS MOUTH. NOSE MOUTH DIATES.

Timing:

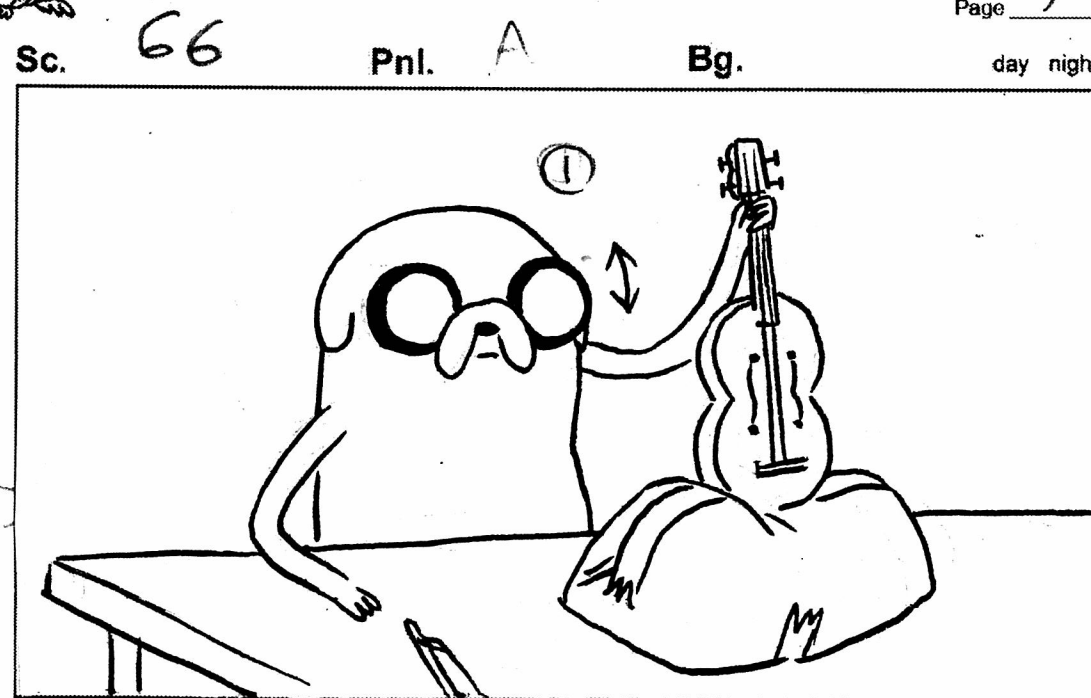
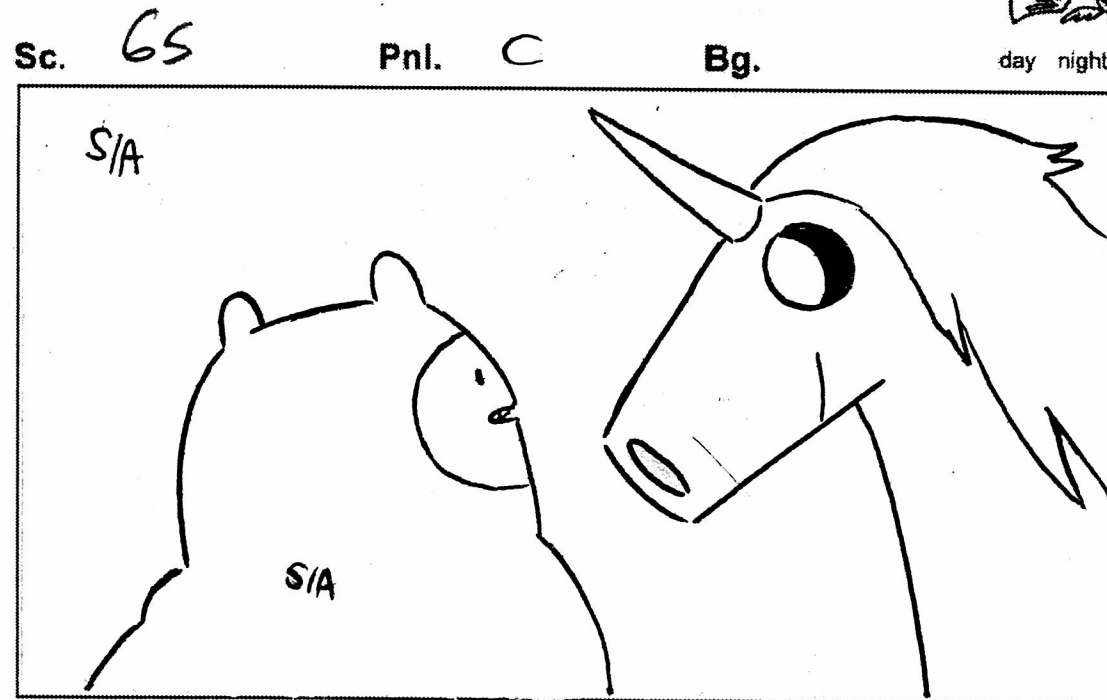
EPISODE # 100896

Production :

ADVENTURE TIME



Page 94



Dialog:

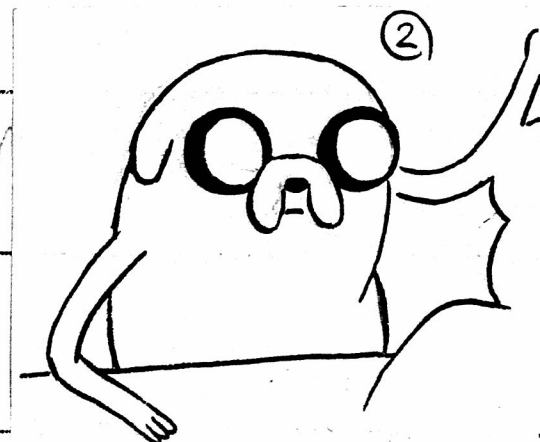
F: LADY'S GOT TWO MOUTHS...

J: MM-HM

Action:

-JAKE NODS
MATTER-OF-FACTLY

Timing:



EPISODE # 1008946

Production :

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ADVENTURE TIME



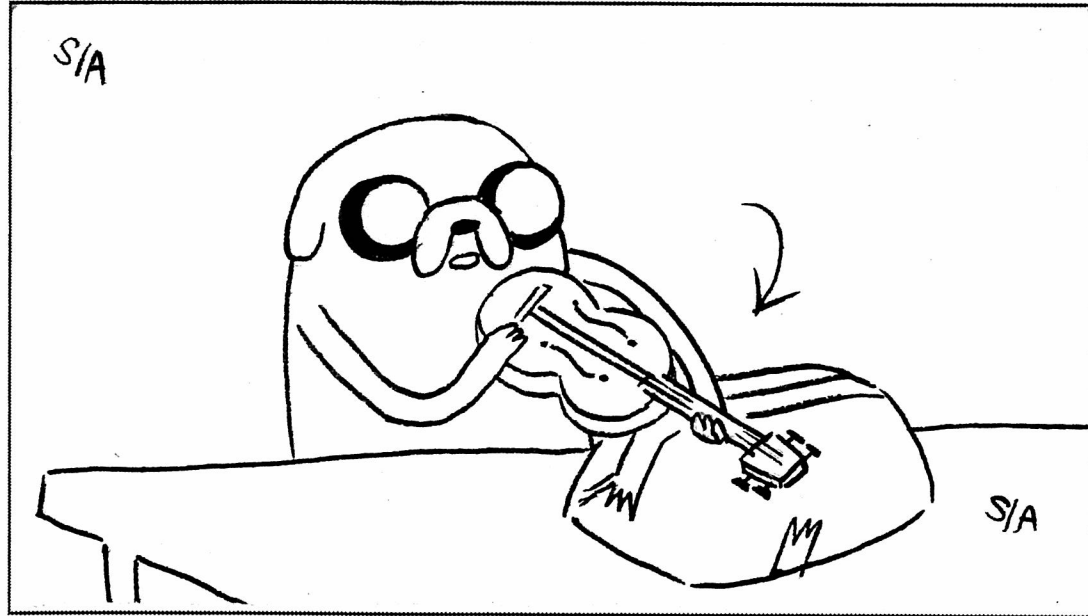
Page 95

Sc. 66

Pnl. B

Bg.

day night

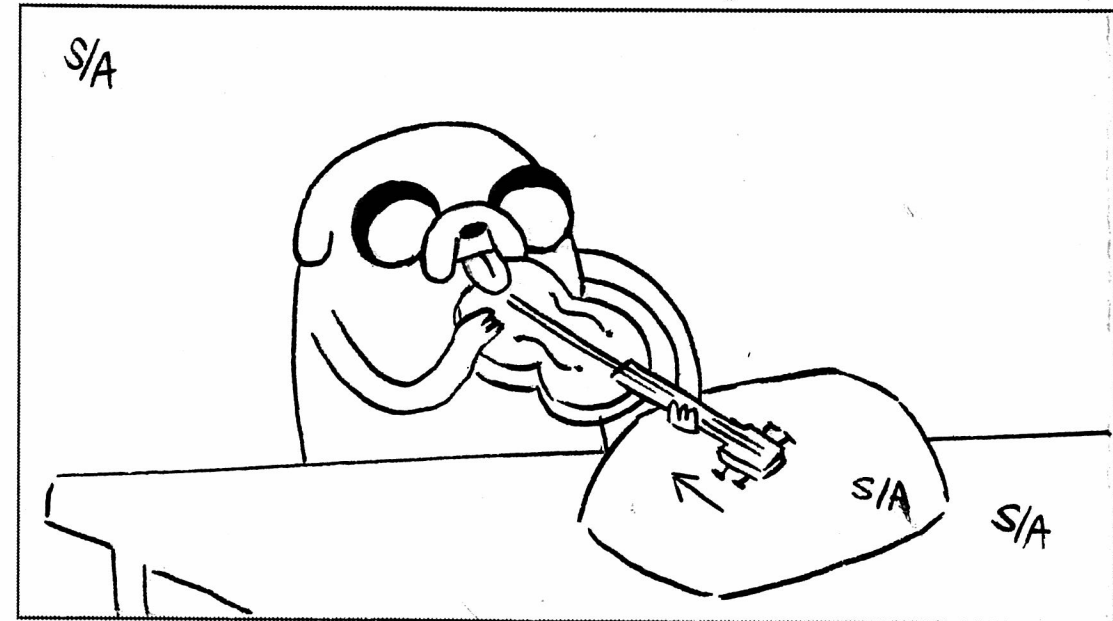


Sc. 66

Pnl. C

Bg.

day night



Dialog:

J: I DON'T THINK SHE'S REAL.

Action:

- JAKE LOOKS AT THE KEY.

- JAKE LICKS VIOLA.

Timing:

EPISODE # 100896

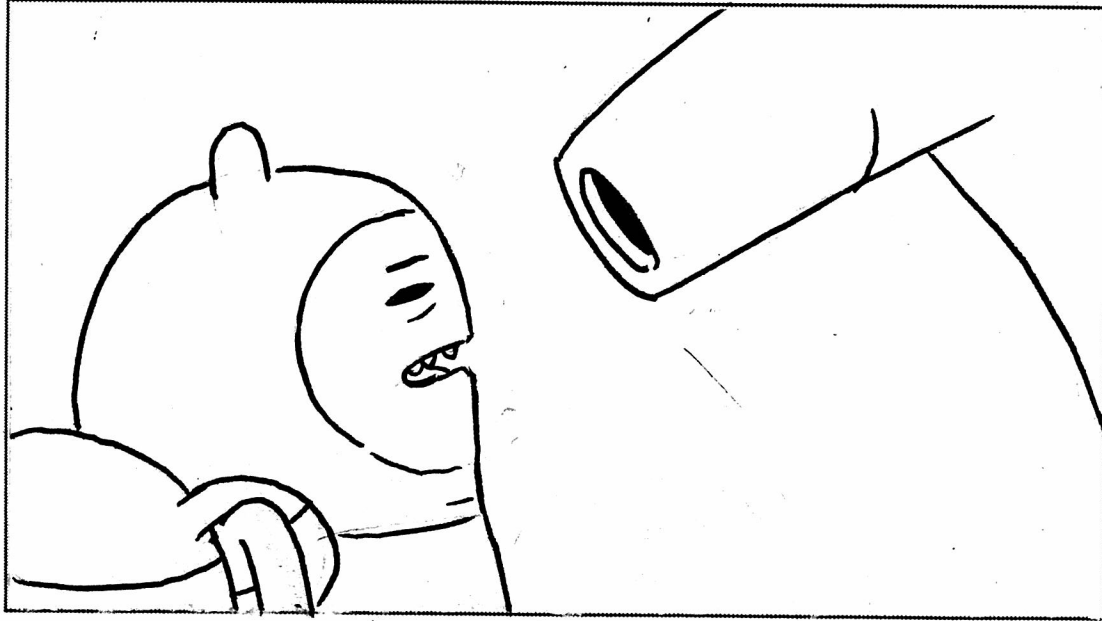
Production :

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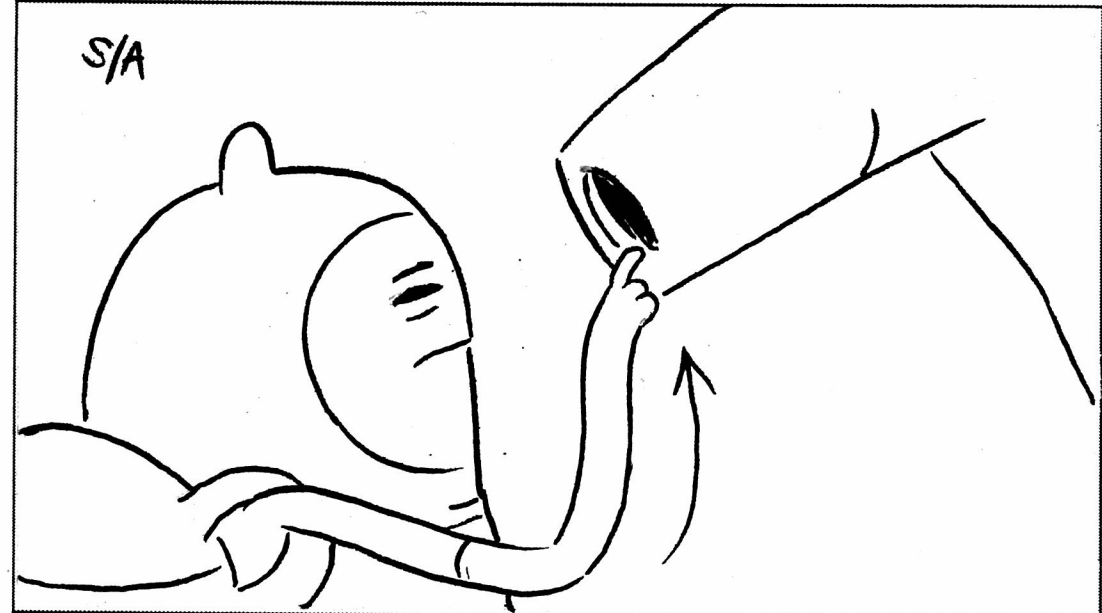
ADVENTURE TIME



Sc. 67 Pnl. A Bg. day night



Sc. 67 Pnl. B Bg. day night



Dialog:	<u>F</u> : WEIRD.
Action:	-FINN REACHES TOWARDS LADY'S "TAPE-HOLE"
Timing:	

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ADVENTURE TIME



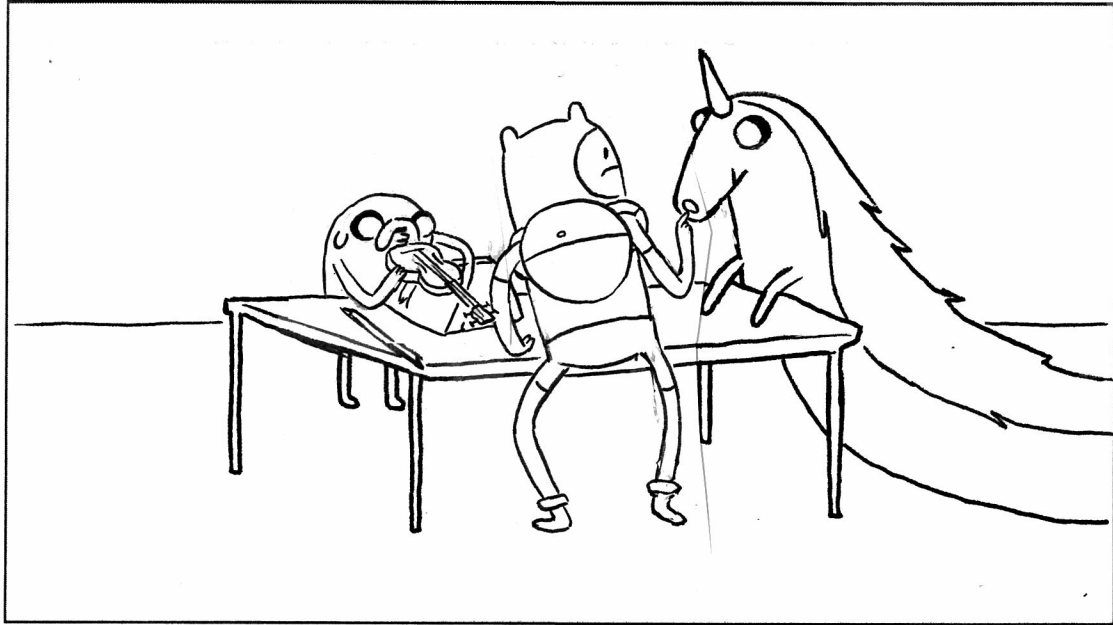
Page 97

Sc. 68

Pnl. A

Bg.

day night

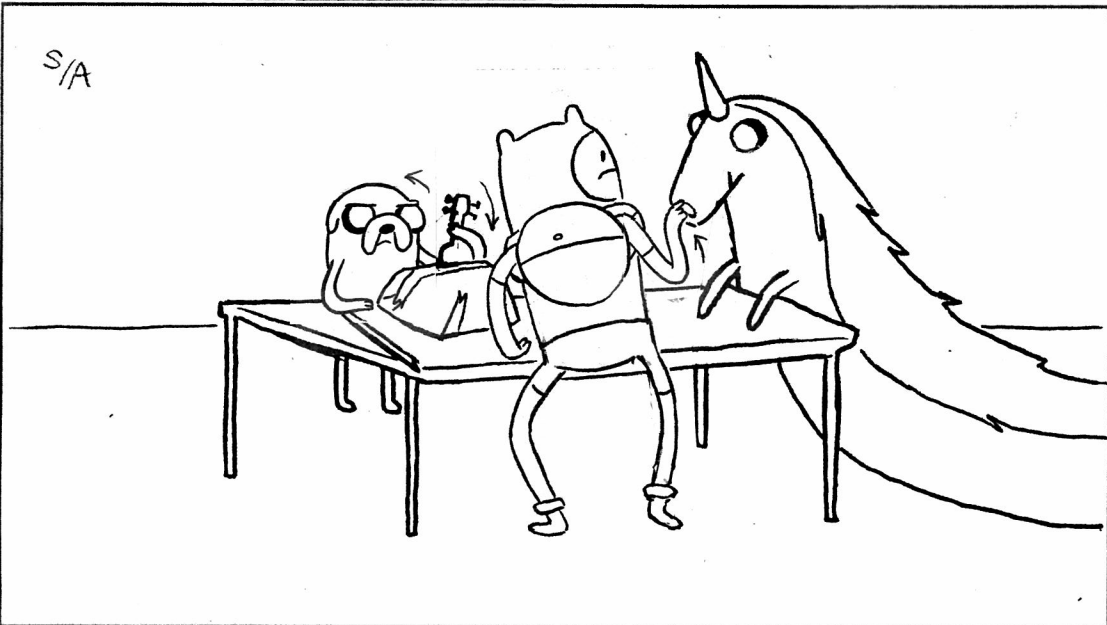


Sc. 68

Pnl. B

Bg.

day night



Dialog:

Action:

-FINN TOUCHES LADY'S TAPE-HOLE.

-JAKE LOOKS THOUGHTFUL

Timing:

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ADVENTURE TIME



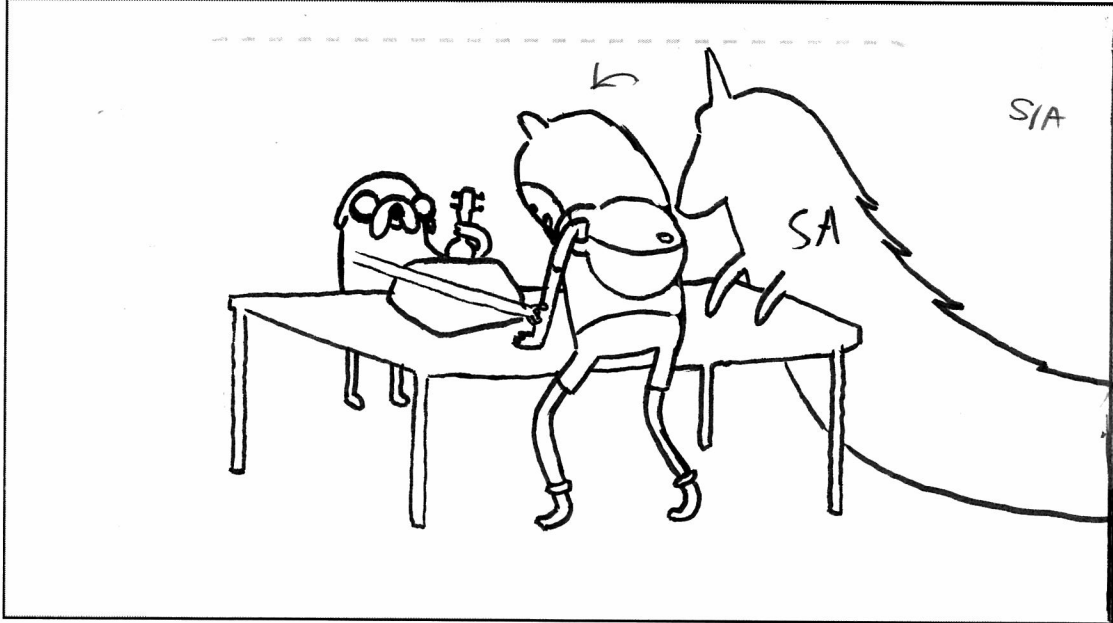
Page 98

Sc. 68

Pnl. C

Bg.

day night

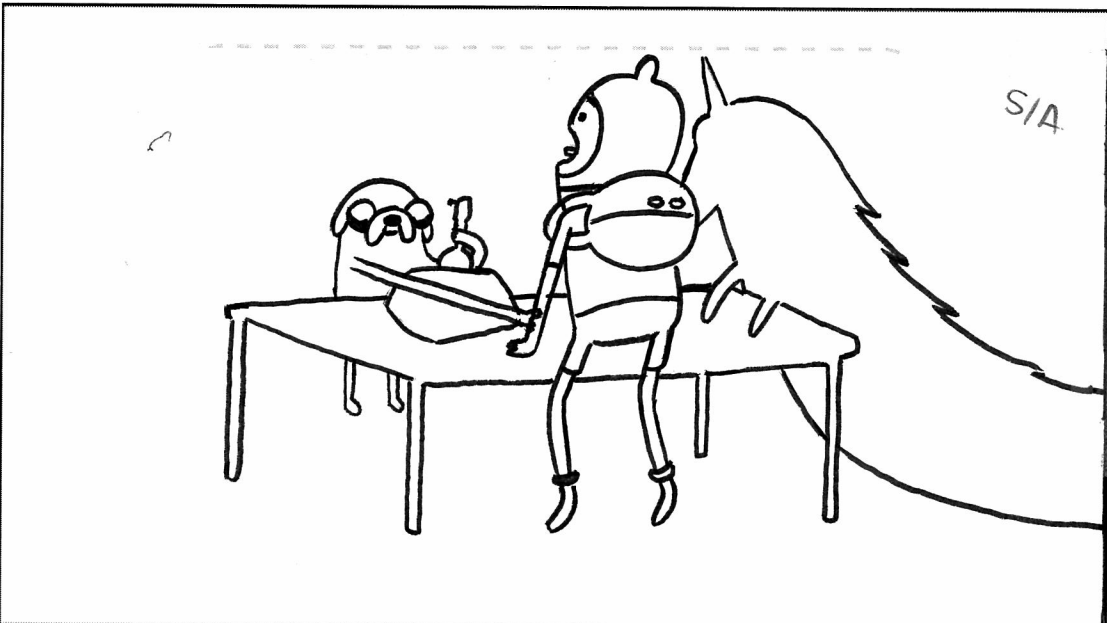


Sc. 68

Pnl. D

Bg.

day night



Dialog:	F: ouch!
Action:	-JAKE REACHES OUT AND PINCHES FINN.
Timing:	

100896
EPISODE #
Production :

ADVENTURE TIME

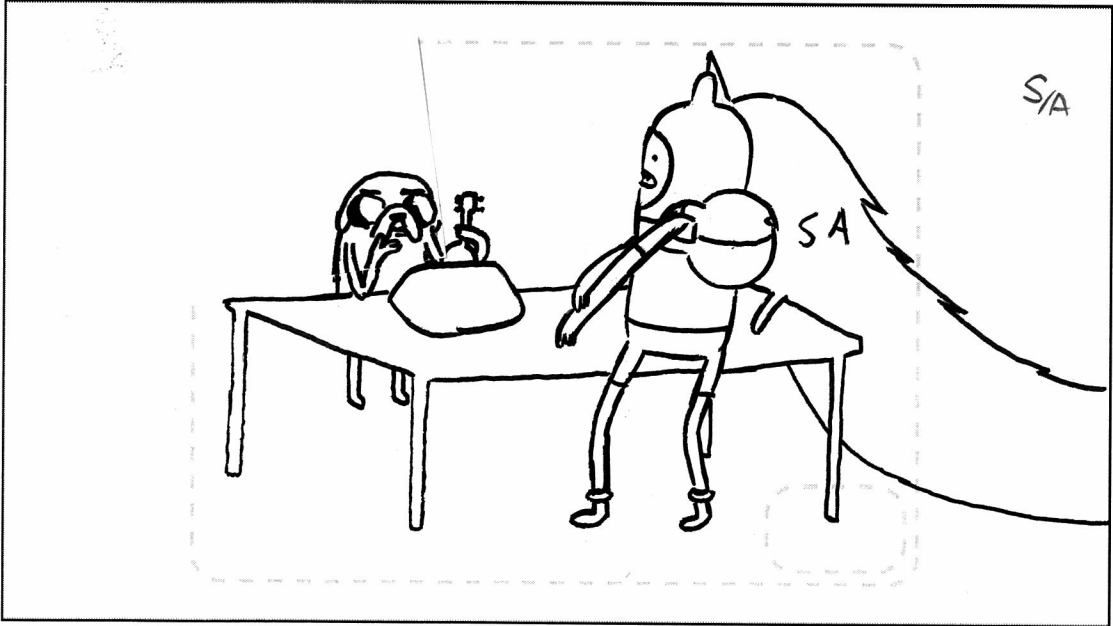


Sc. 68

Pnl. E

Bg.

day night

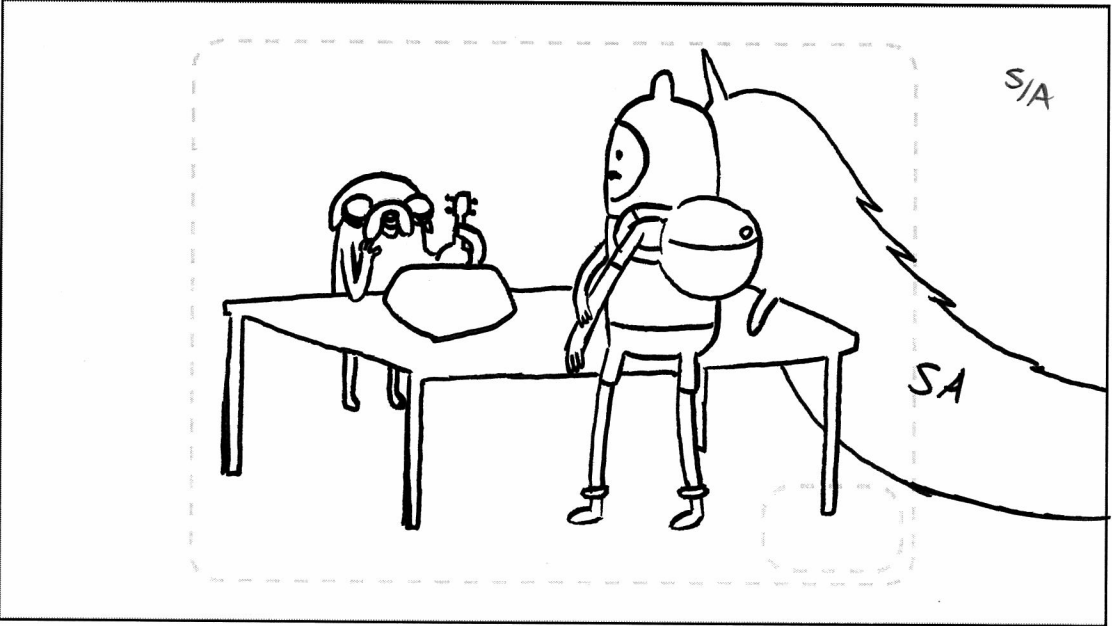


Sc. 68

Pnl. F

Bg.

day night



Dialog:

F: What was that for?!

J: Just wanted to make sure you were real.

Action:

- Finn rubbing pinched arm.



↑ JAKE'S FACE

Timing:

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ADVENTURE TIME



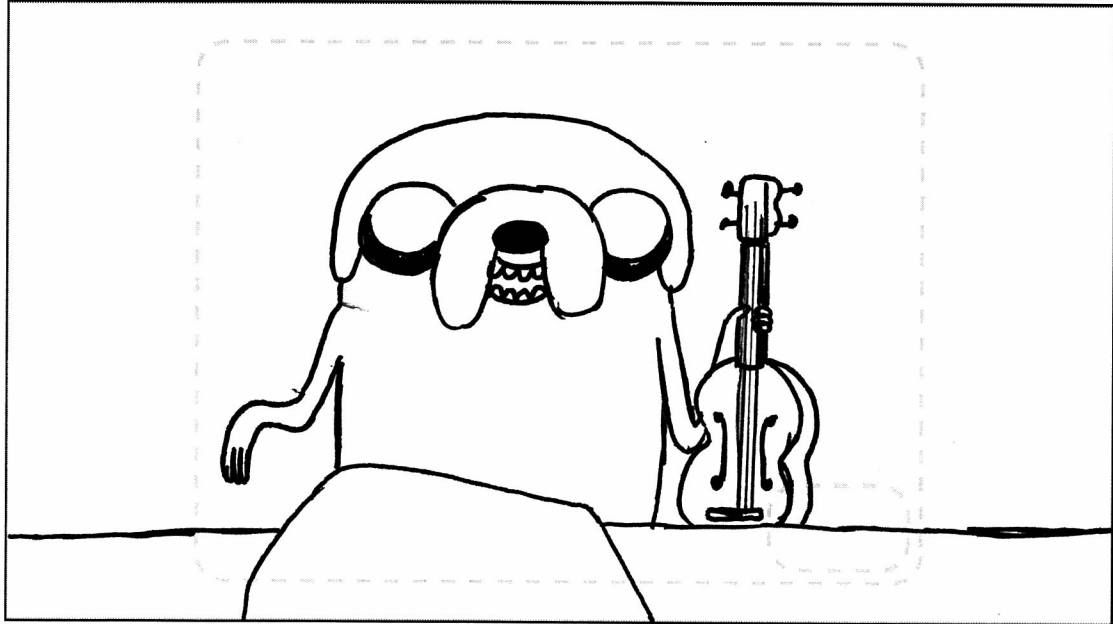
Page 100

Sc. 69

Pnl. A

Bg.

day night

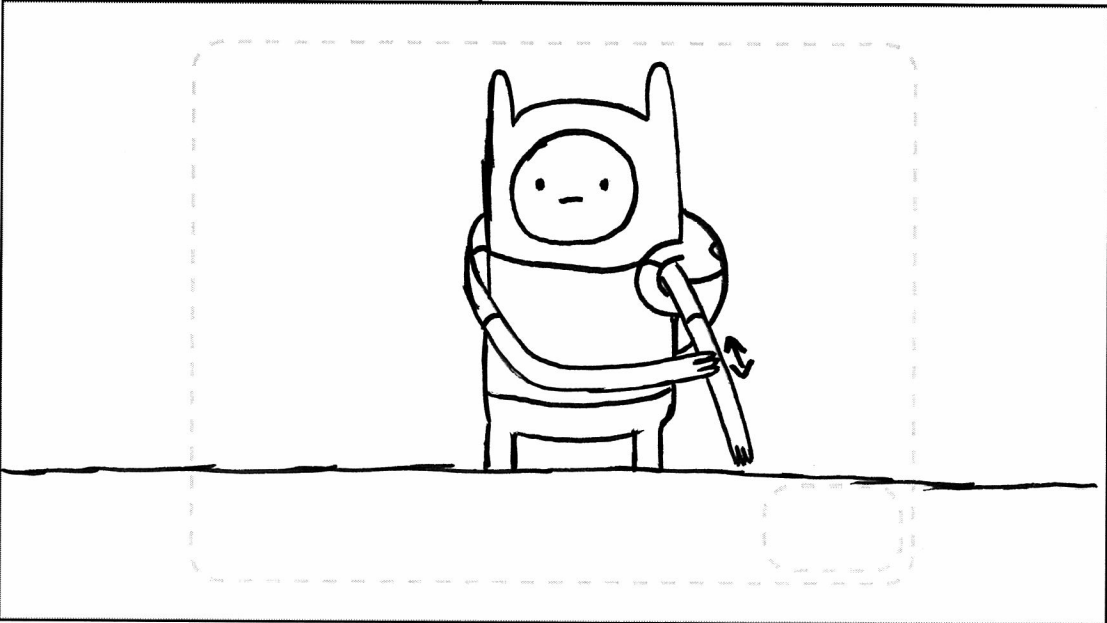


Sc. 70

Pnl. A

Bg.

day night



Dialog:

J: Our dreams must be linked
for some reason.

Action:

Finn rubs pinched arm slowly

Timing:

100896
EPISODE #
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ADVENTURE TIME



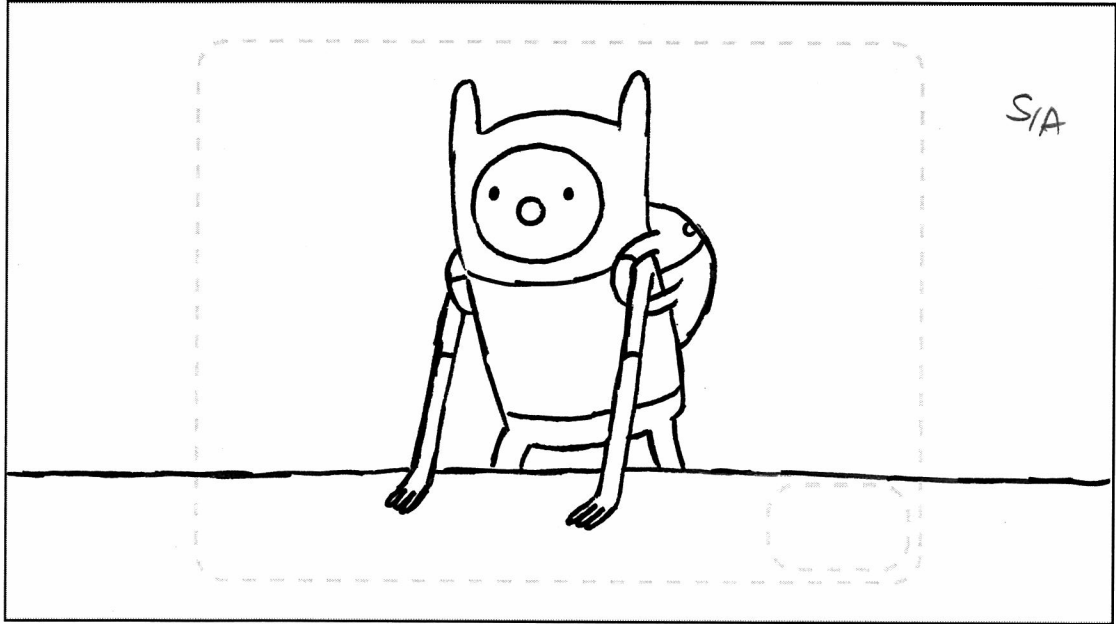
Page 101

Sc. 70

Pnl. B

Bg.

day night

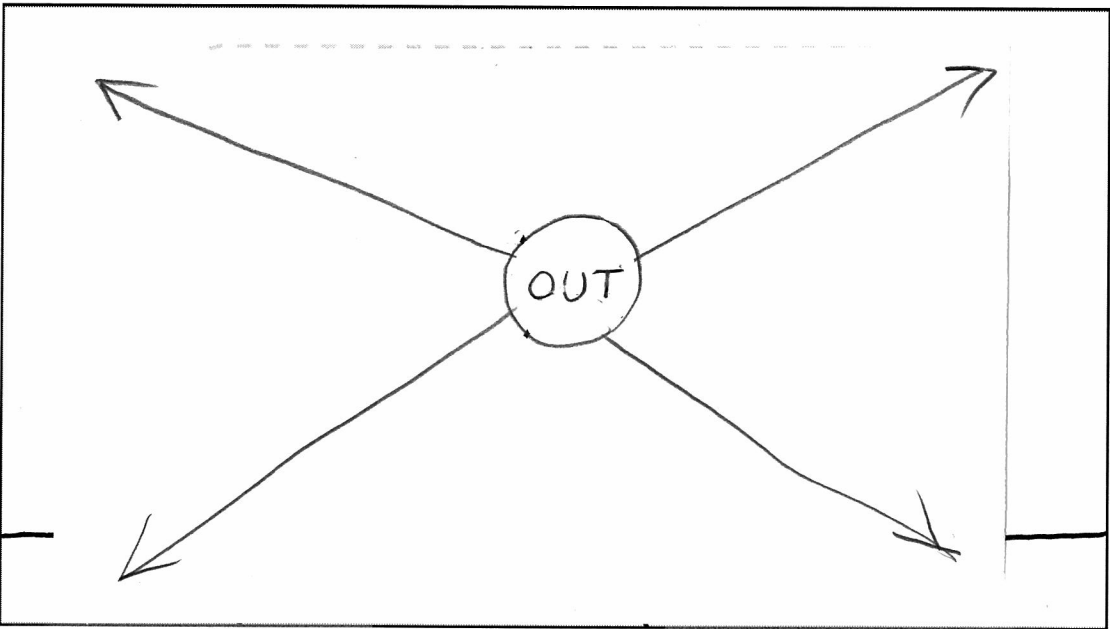


Sc.

Pnl.

Bg.

day night



Dialog:

(F:) Woh.

Action:

Timing:

100896

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ADVENTURE TIME



Sc. Pnl. Bg. day night

OUT

Sc. 71 Pnl. A Bg. day night

Dialog:	F: well, come on man, pep butt told me we gotta find the worm that crawled through that hole and break it.
Action:	
Timing:	<div><p>Jake walks around table crouches next to finn.</p></div> <div><p>Finn turns around points at hole</p></div>

100896

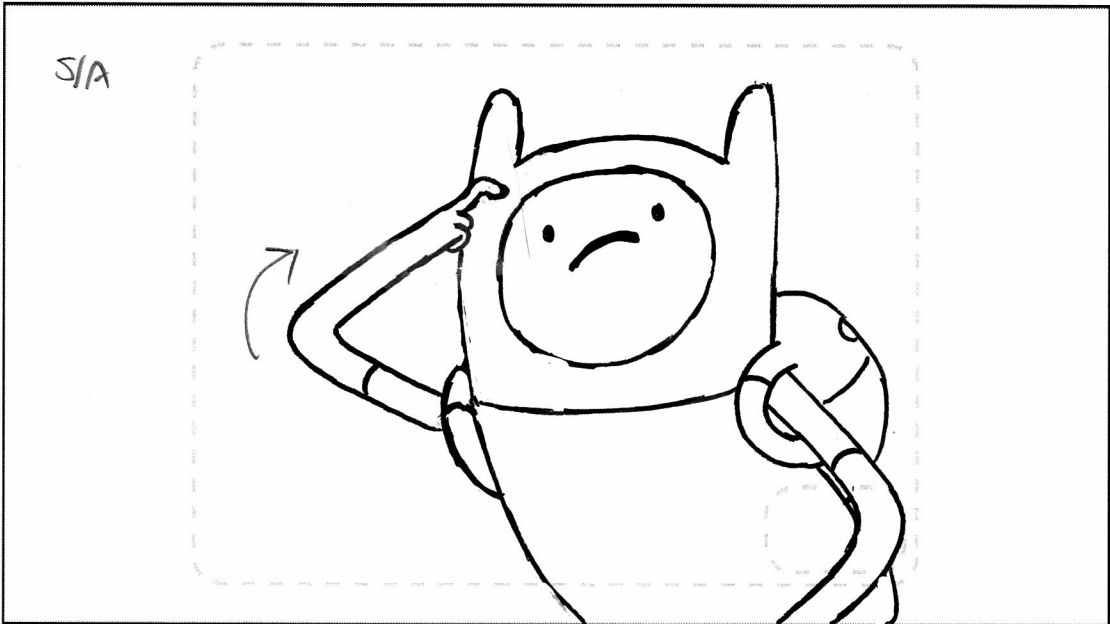
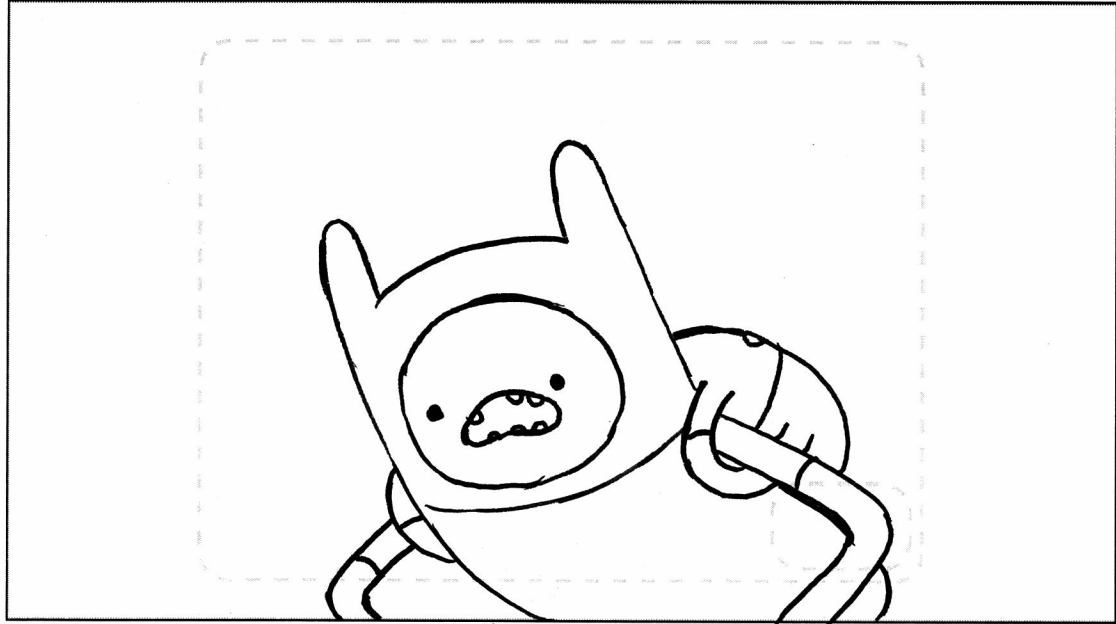
EPISODE #

Production :

ADVENTURE TIME



Sc. 72 Pnl. A Bg. day night Sc. 72 Pnl. B Bg. day night



Dialog: (F) But... how do ^{we} get through?

Action: - Finn thinks for a moment.

Timing:

100896
EPISODE #
Production :

ADVENTURE TIME

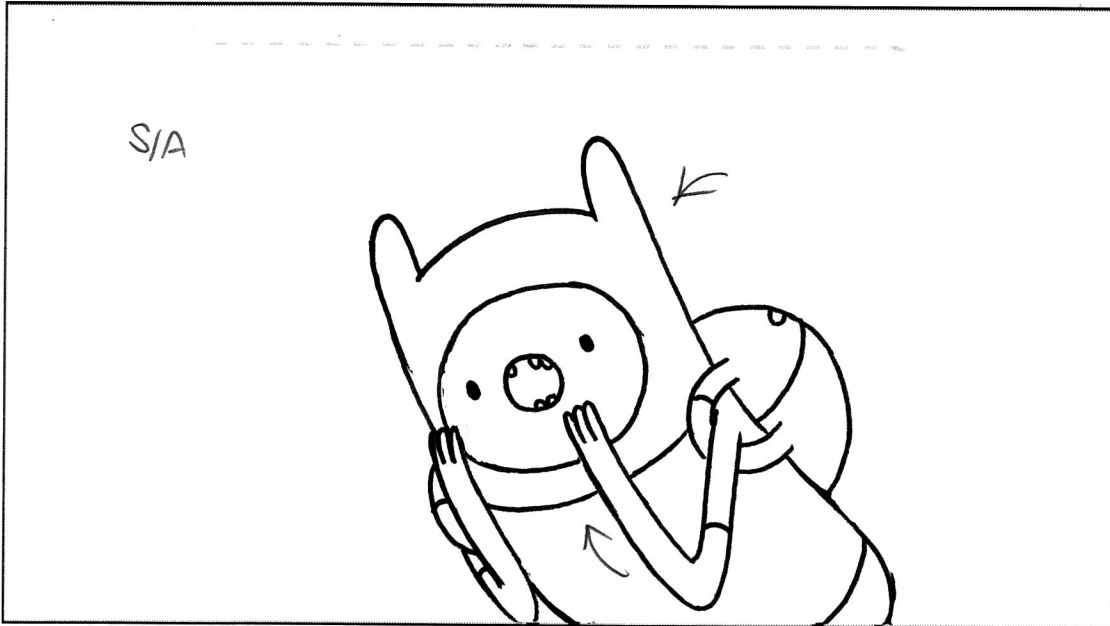


Sc. 72

Pnl. C

Bg.

day night

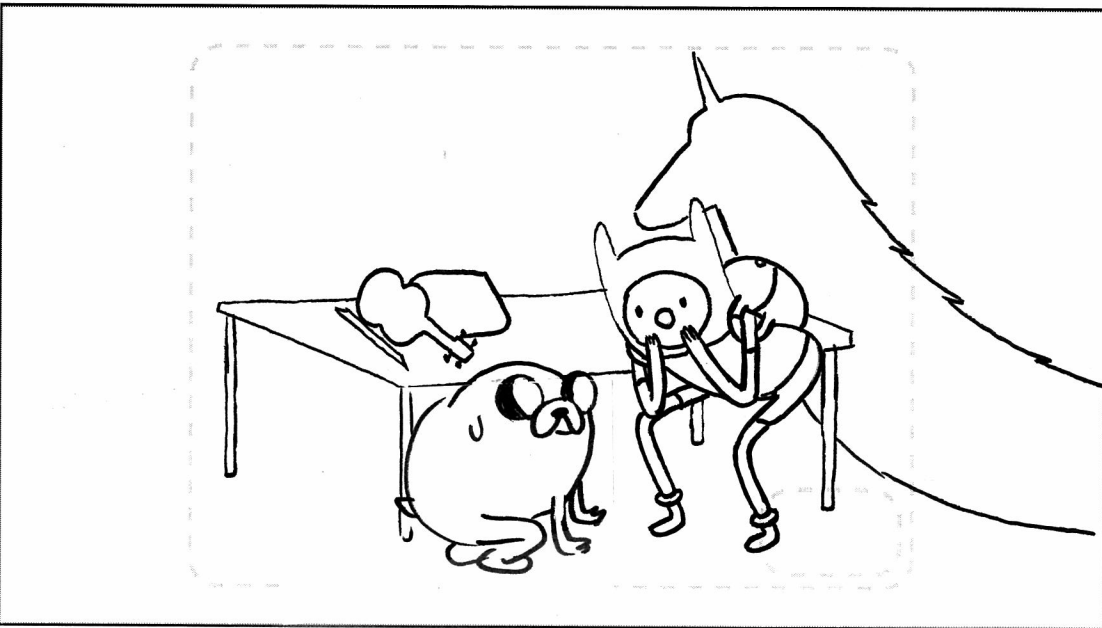


Sc. 73

Pnl. A

Bg.

day night



Dialog:	Ⓔ This is a dream, Right?	Ⓕ So... In my dream...	
Action:			
Timing:			

100896
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ADVENTURE TIME



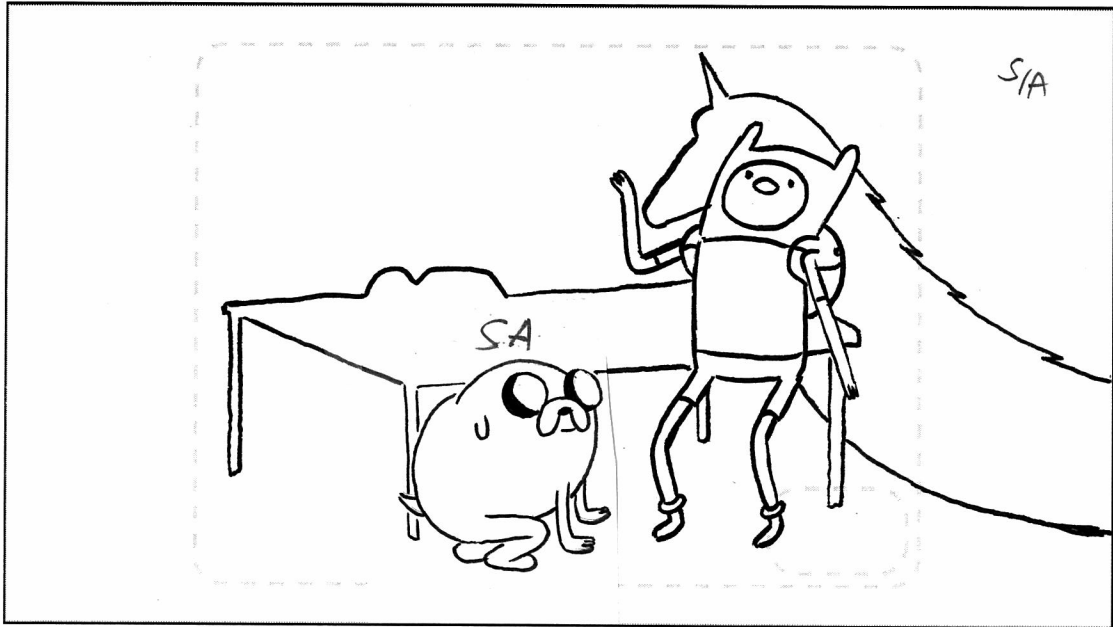
d.

Sc. 73

Pnl. B

Bg.

day night

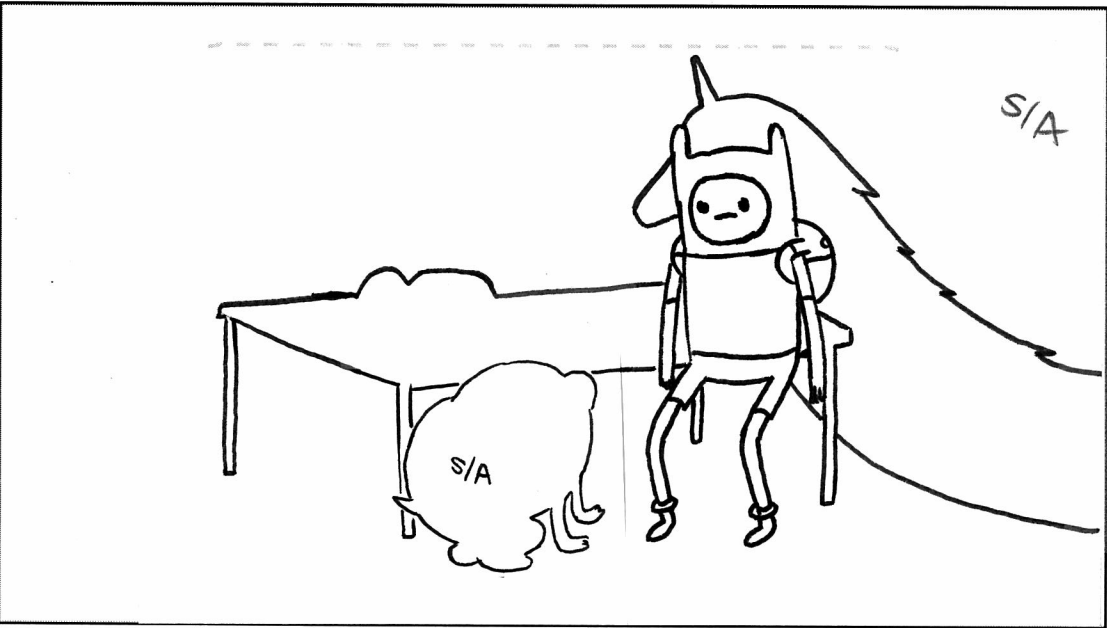


Sc. 73

Pnl. C

Bg.

day night

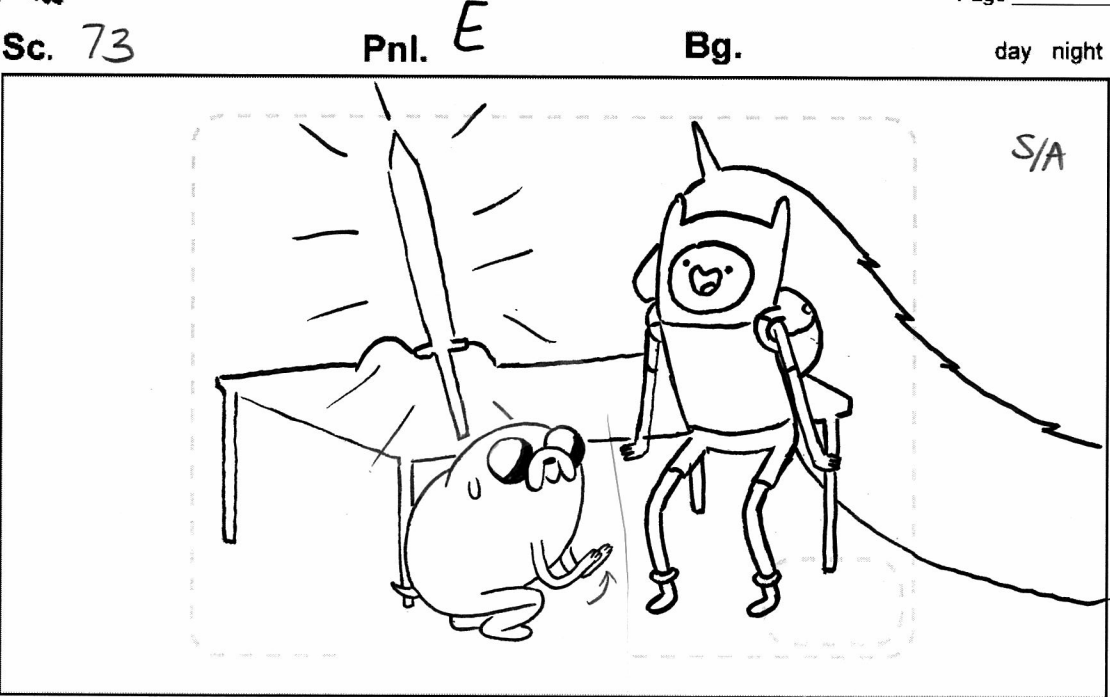
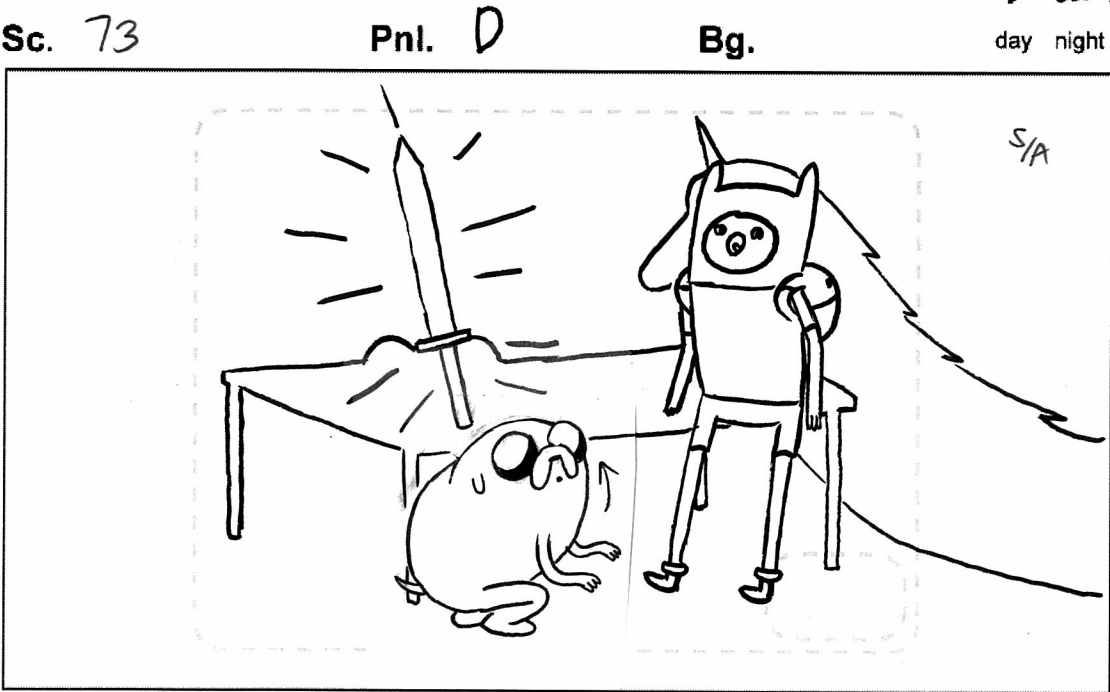


Dialog:	Ⓣ Suddenly an unimaginably amazing sword appeared in front of me. Able to blast the hole open.
Action:	
Timing:	

100896
EPISODE #
Production :

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ADVENTURE TIME

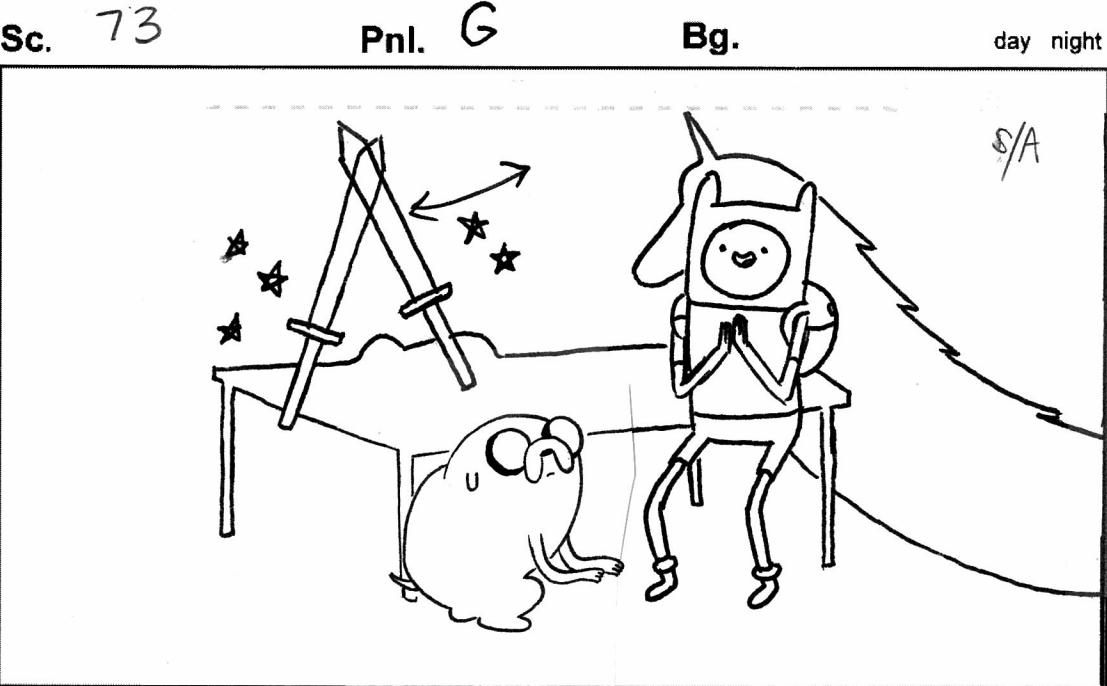
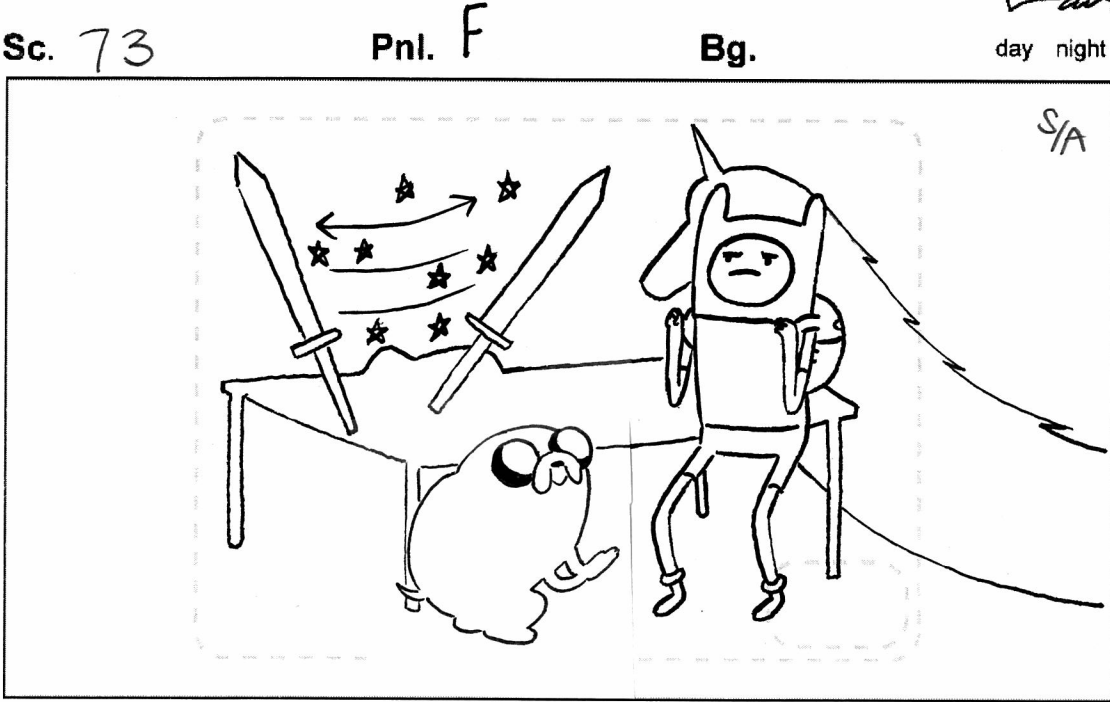


Dialog:	<u>F</u> : Rad!
Action:	— An amazing sword materializes in front of Finn.
Timing:	

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ADVENTURE TIME



Dialog:	(F) HA-HA. AND THEN WHAT IF THE SWORD BLADE TURNED INTO ...	
	SFX: * SHYUU-SHYUU *	
Action:	- Finn controls it using telekinesis, swinging it around.	- Finn Rubbing hands.
Timing:		

100896

EPISODE #

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ADVENTURE TIME

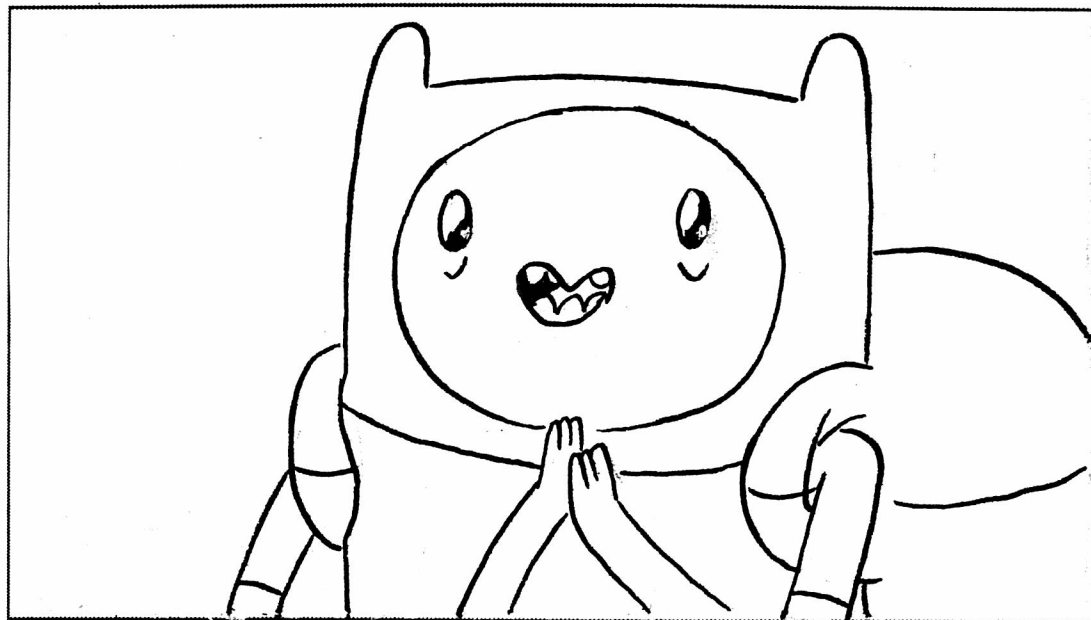


Sc. 74

Pnl. A

Bg.

day night

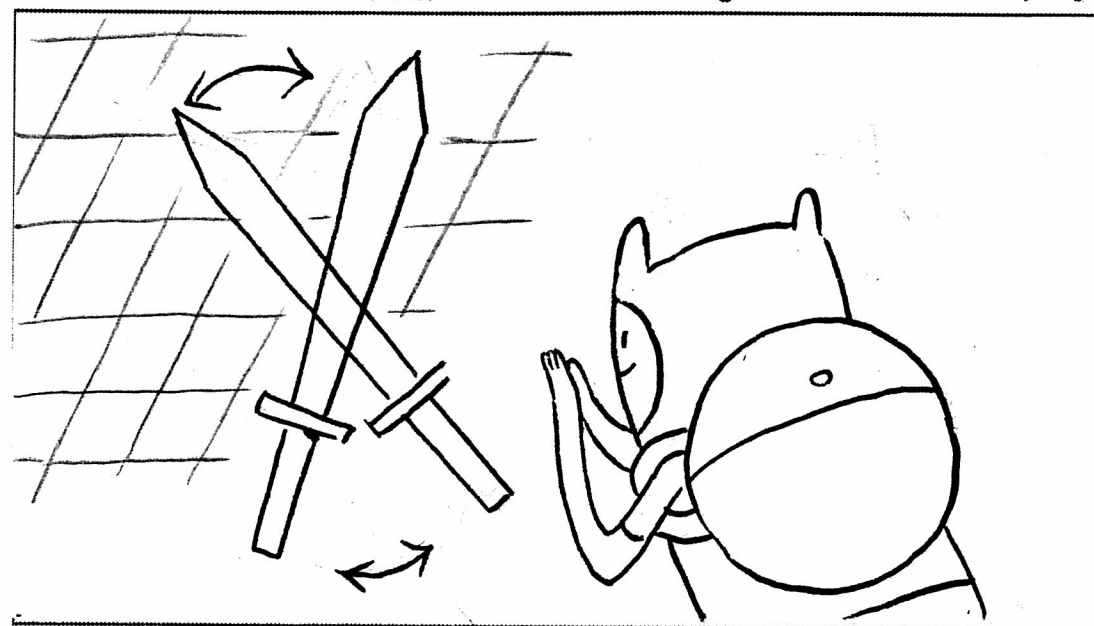


Sc. 75

Pnl. A

Bg.

day night



Dialog:

F: A SHARK!

Action:

- SWORD SWINGS ABOVE FINN

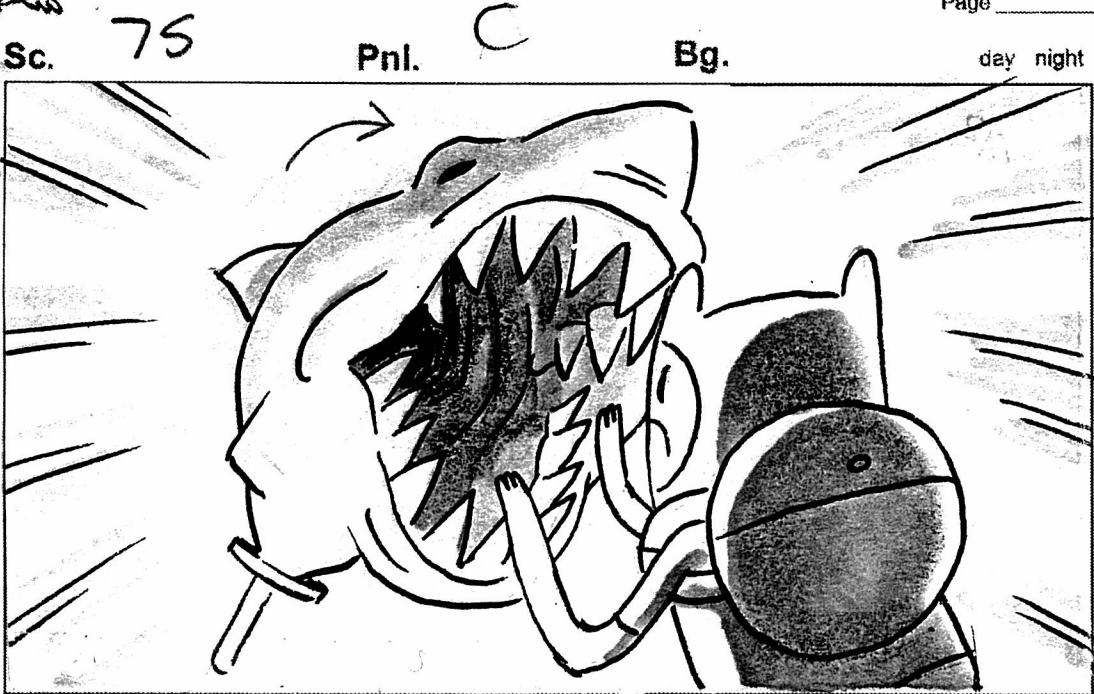
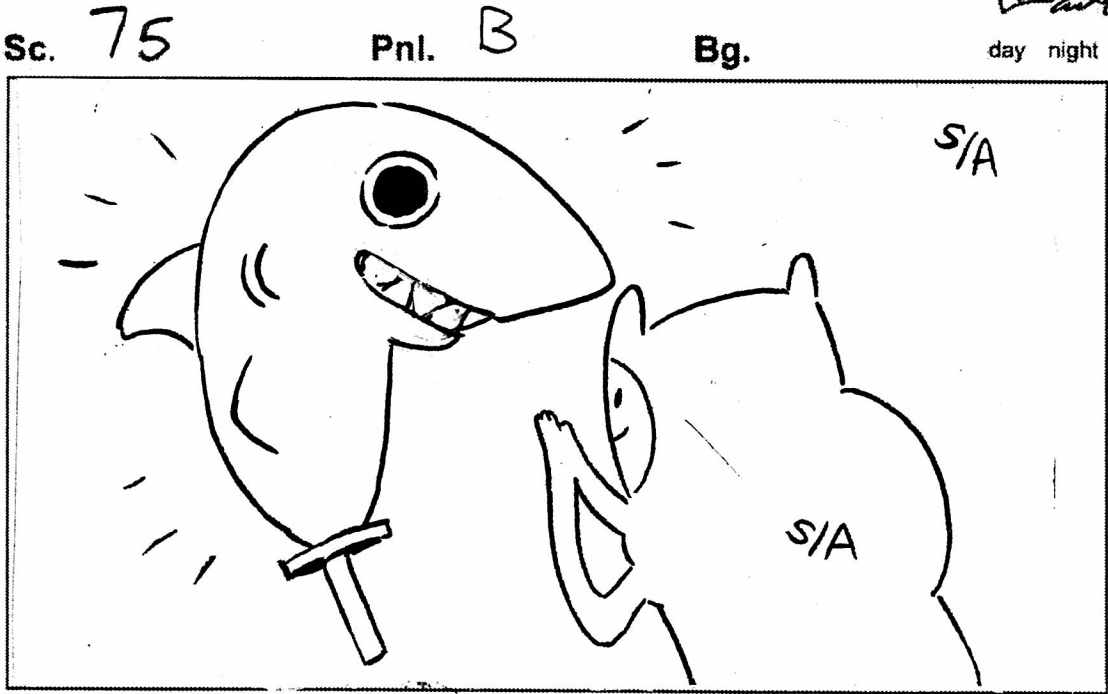
Timing:

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ADVENTURE TIME



Dialog:	
Action:	<p>- BLADE TRANSFORMS INTO SHARK BODY.</p> <p>- SUDDENLY SHARK'S JAWS SWINGS WIDE</p>
Timing:	

ADVENTURE TIME



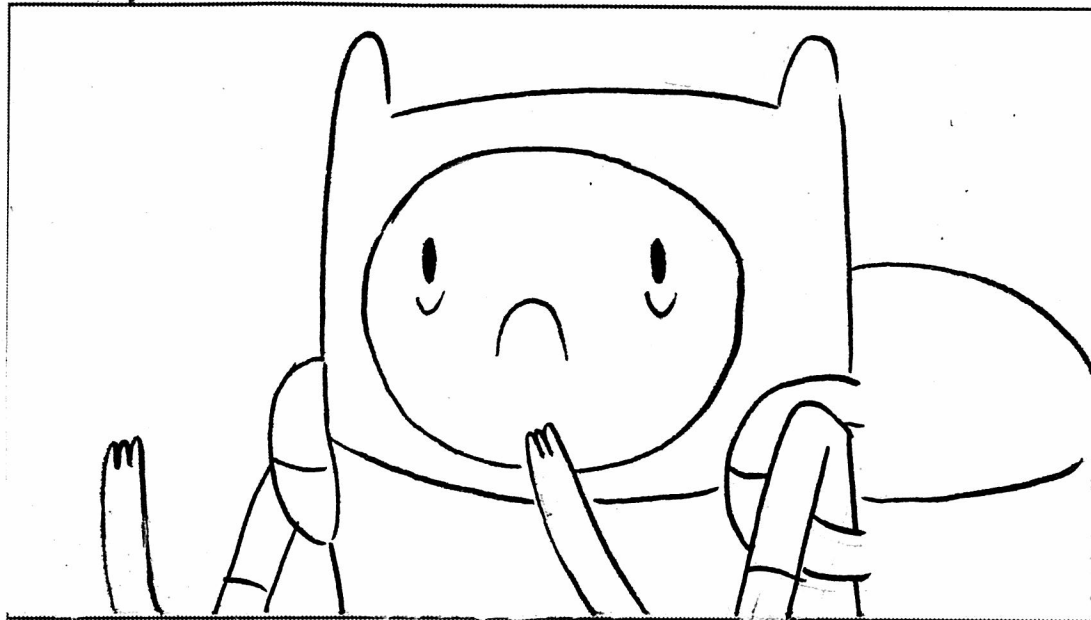
Page 110

Sc. 76

Pnl. A

Bg.

day night

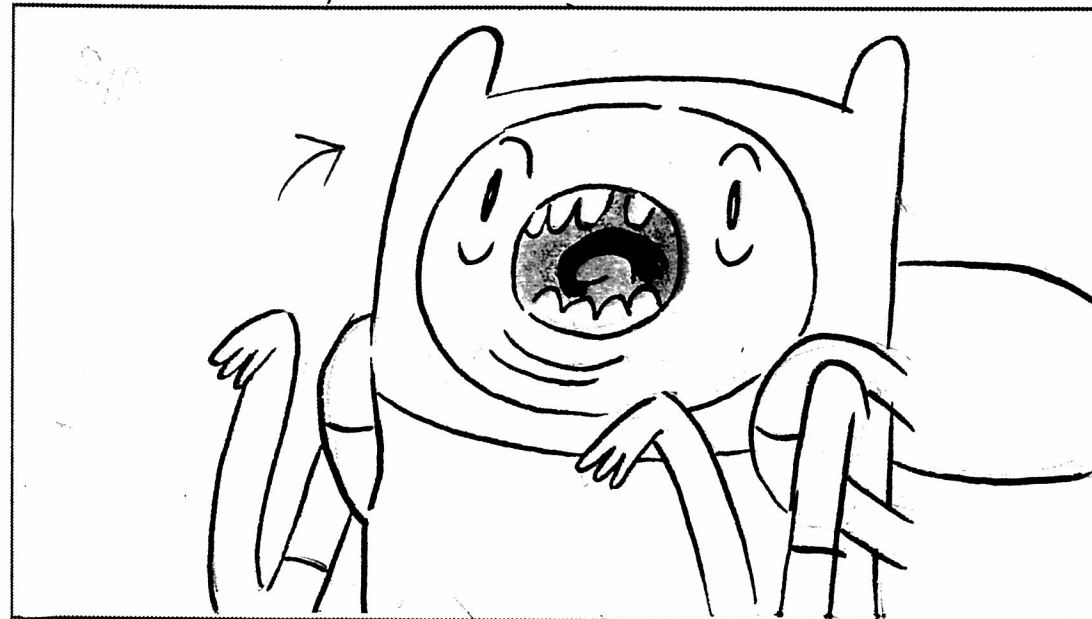


Sc. 76

Pnl. B

Bg.

day night



Dialog:

[Muffled sound]

F: [HIGH PITCHED SCREAM]

Action:

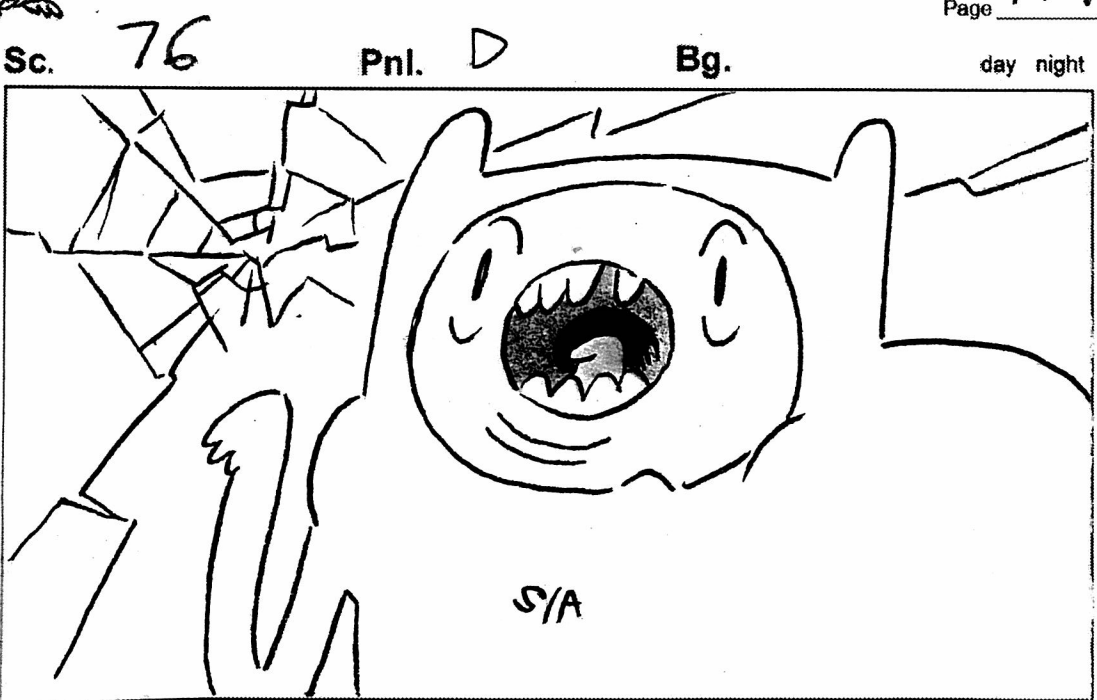
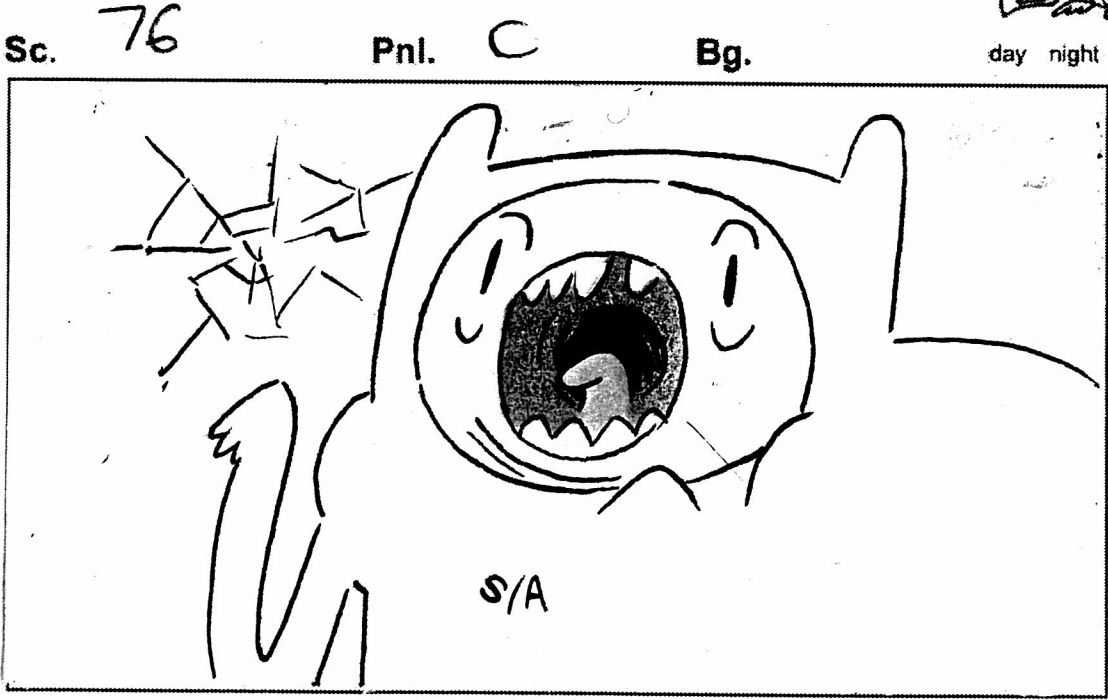
Timing:

EPISODE # 100896

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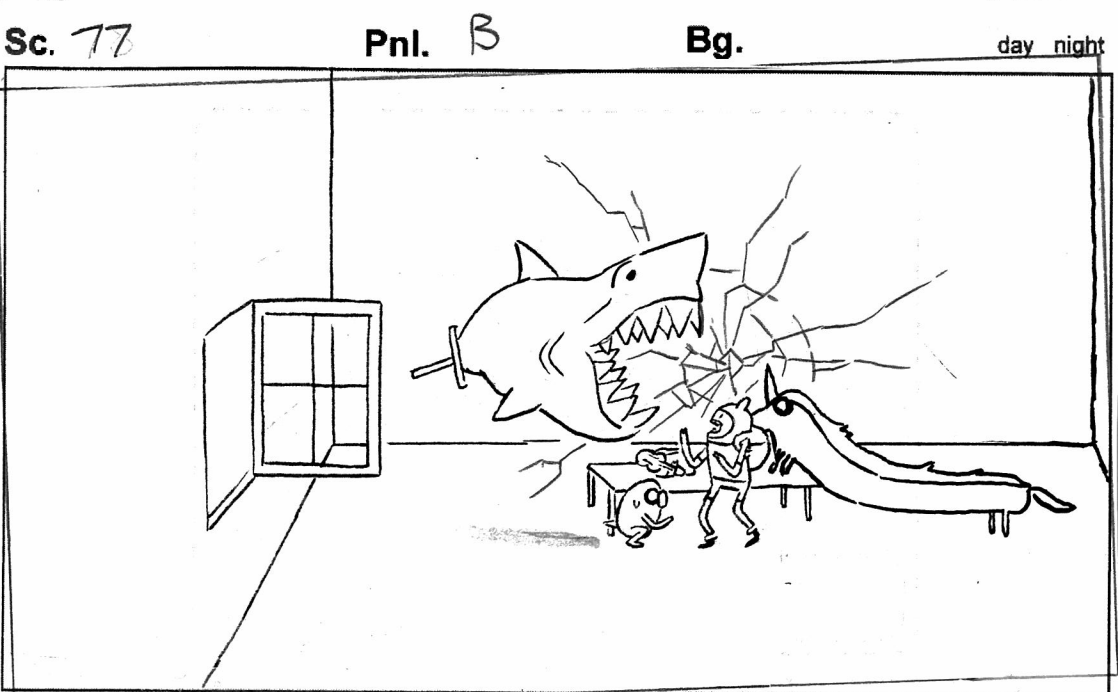
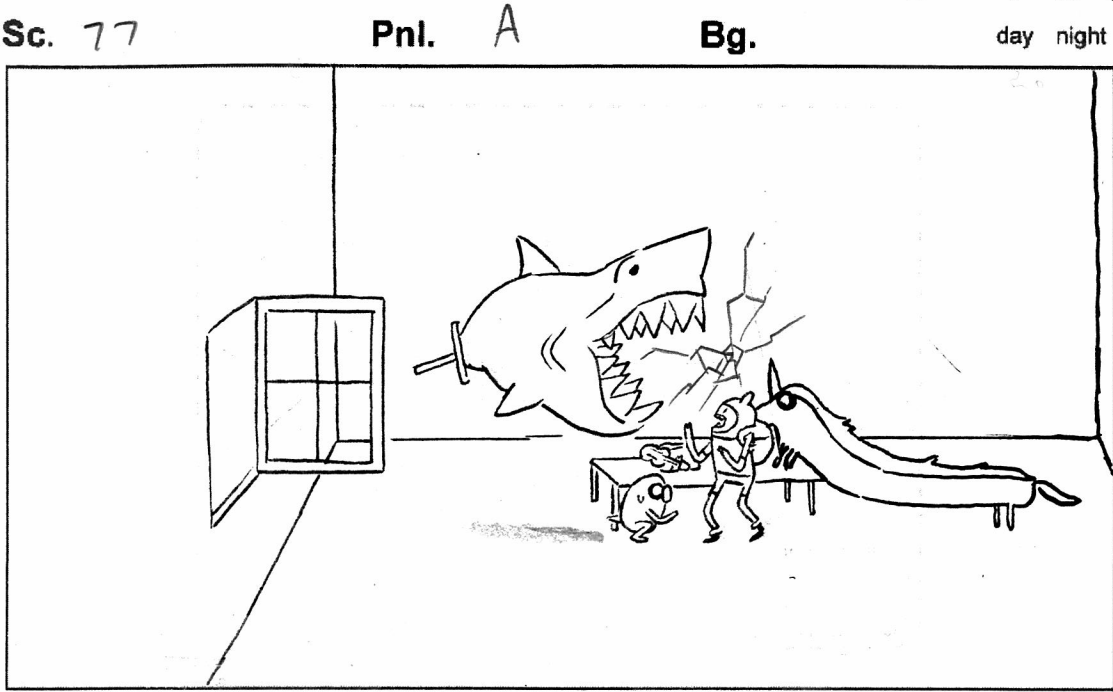
ADVENTURE TIME



Dialog:
<p>F: [SCREAM]</p> <p>SFX: *KK-KK-KK*</p>
Action:
<p>- AIR BEHIND FINN STARTS TO CRACK</p>
Timing:

EPISODE # 100896
Production :

ADVENTURE TIME



SHAKE

EPISODE # 100896

Dialog:

F: [TERRIFIED GASPS]
HUH-HUH-HUH-HUH!

J: IF YOU GRUNK UP THE DREAMSCAPE
WITH YOUR FEARS, THE WHOLE
THING WILL BLOW APART!!

Action:

- CRACK GETS BIGGER,
- SCREEN SHAKES.

Timing:

Production :

ADVENTURE TIME

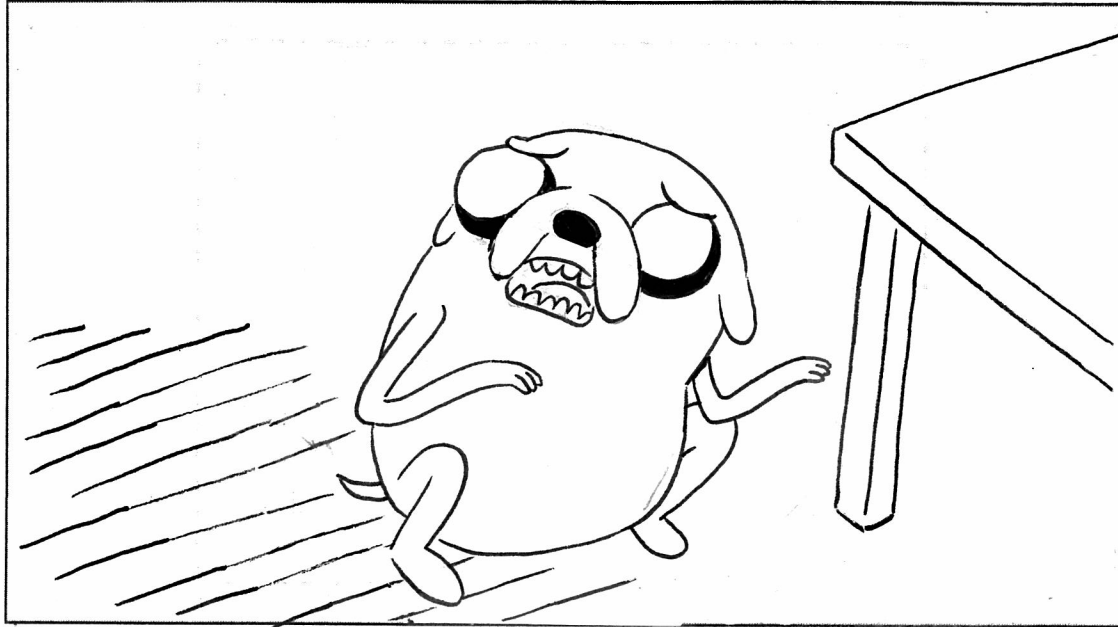


Sc. 78

Pnl. A

Bg.

day night

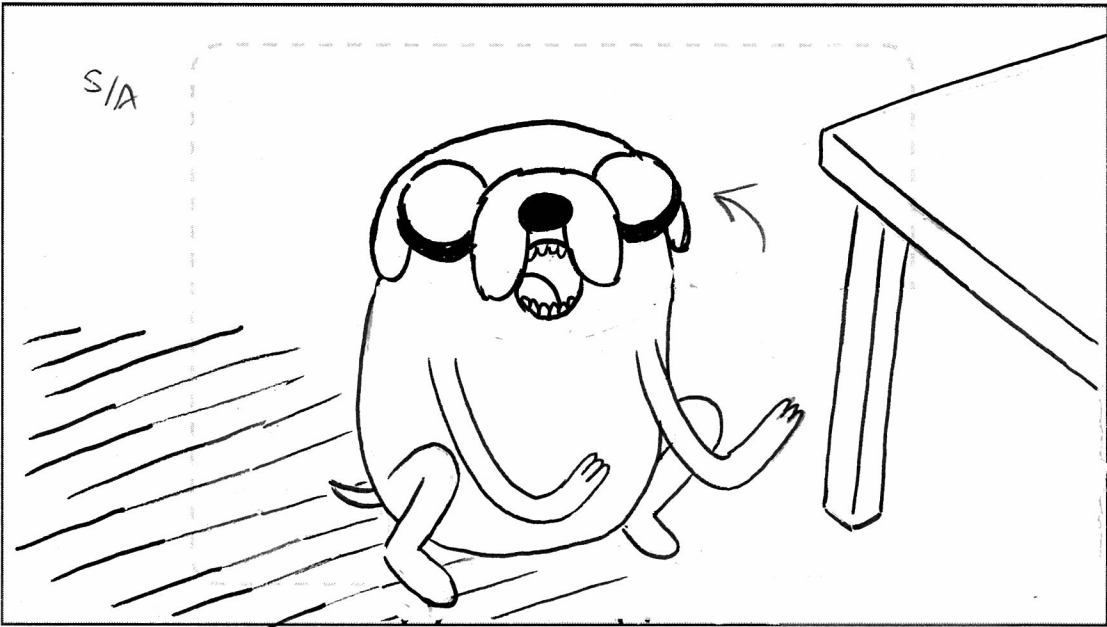


Sc. 78

Pnl. B

Bg.

day night



<p>Dialog:</p> <p>E: [CAREFUL!!!]</p>		<p>J: IF YOU GRUNK UP THE DREAMSCAPE WITH YOUR SUBCONSCIOUS FEARS THE WHOLE THING WILL BLOW APART!</p>	
<p>Action:</p> <p>- SCREEN CONTINUES SHAKING</p>			
<p>Timing:</p>			

100896

EPISODE #

Production :

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ADVENTURE TIME

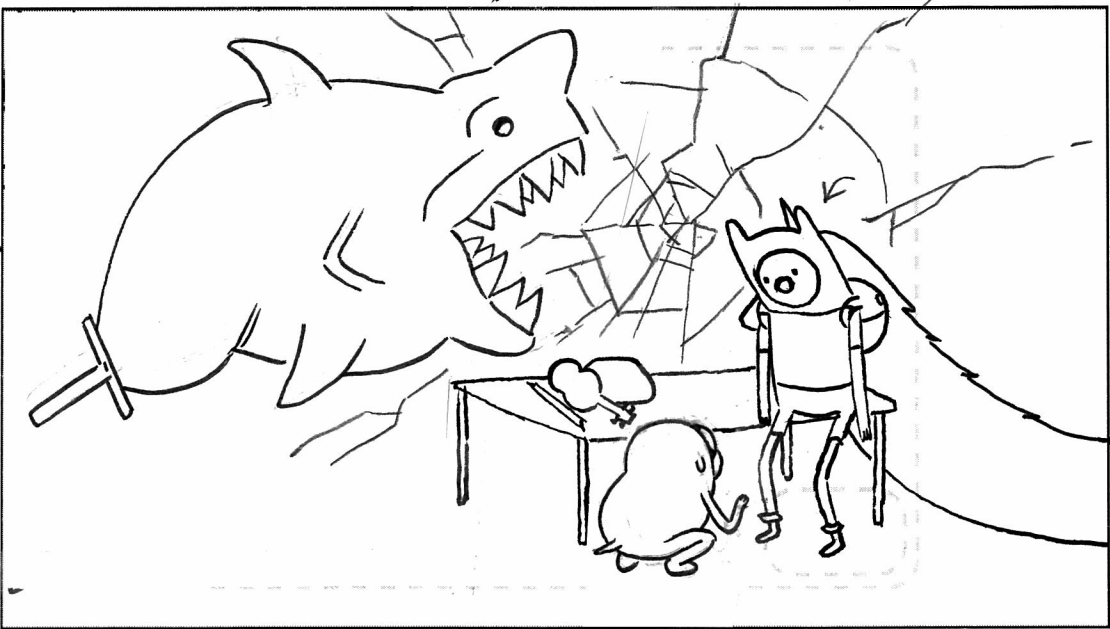


Sc. 79

Pnl. A

Bg.

day night

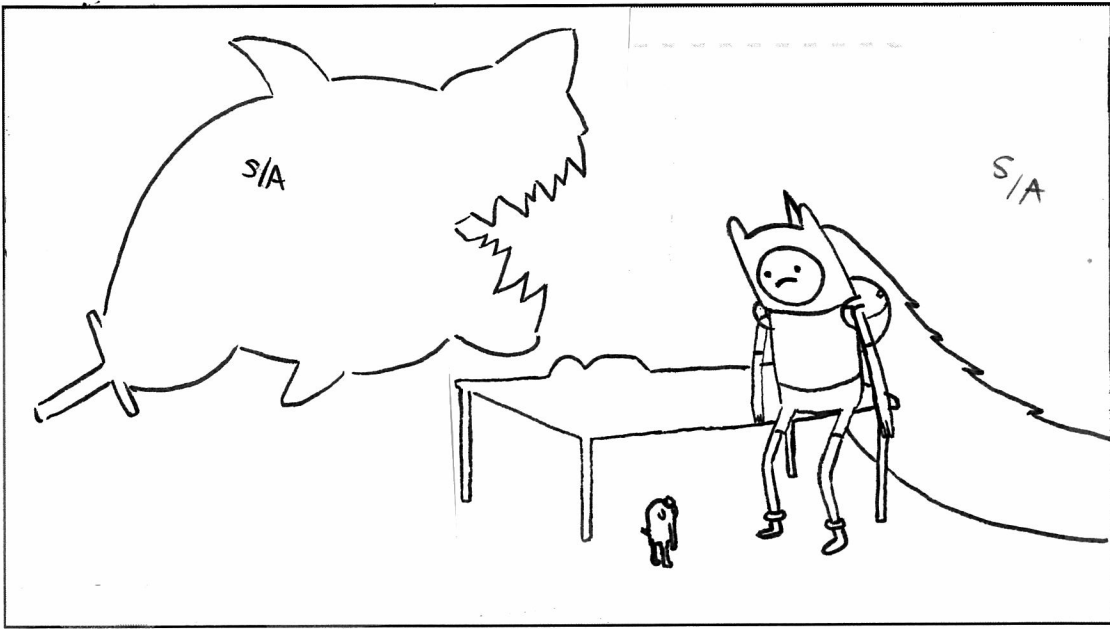


Sc. 79

Pnl. B

Bg.

day night



Dialog:	(F) Oh!	(J) Just shrink down like me.
Action:	-SCREEN STOPS SHAKING.	-JAKE SHRINKS DOWN
Timing:		

100896
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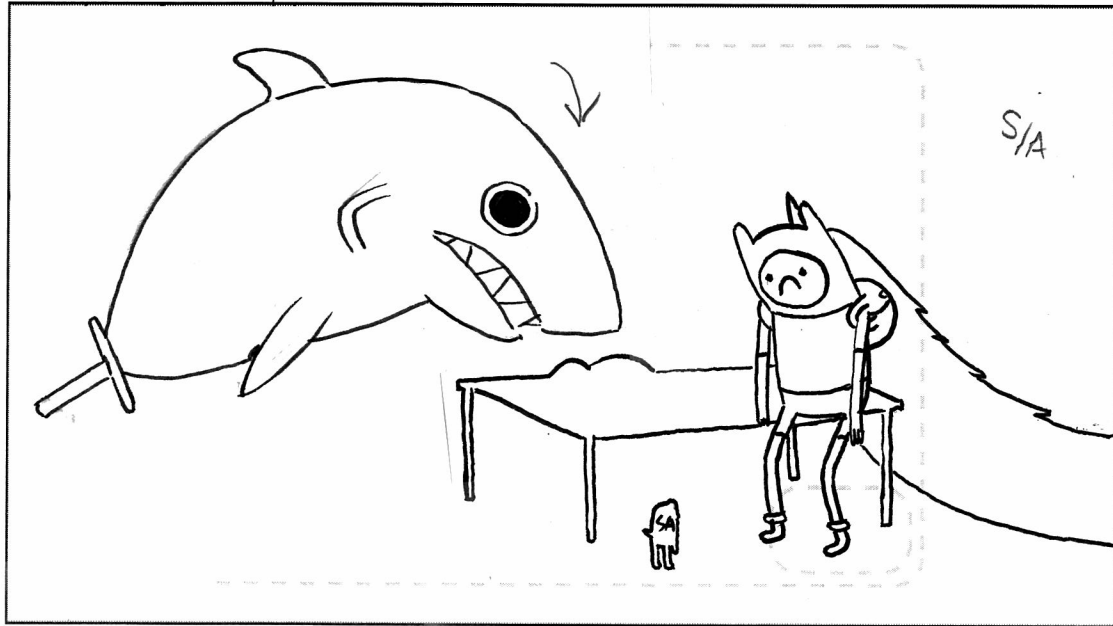


Sc. 79

Pnl. C

Bg.

day night

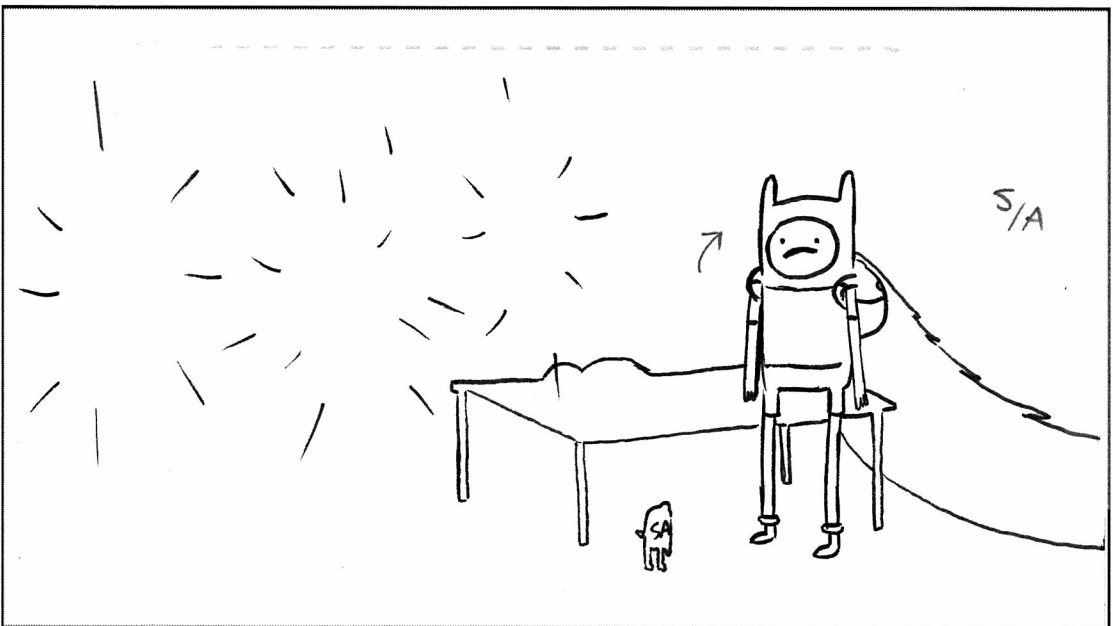


Sc. 79

Pnl. D

Bg.

day night



Dialog:

Action:

- Finn frowns.
- SHARK CLOSES ITS MOUTH.

- The SHARK SWORD DISAPPEARS.
- CRACKS IN THE AIR DISAPPEAR.

Timing:

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ADVENTURE TIME

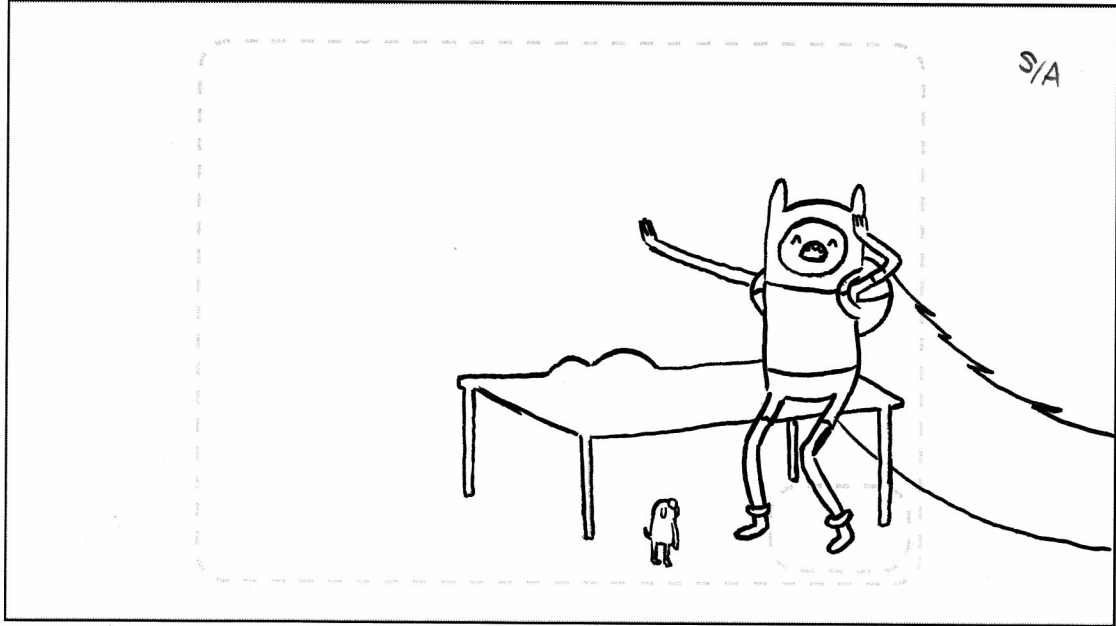


Sc. 79

Pnl. E

Bg.

day night

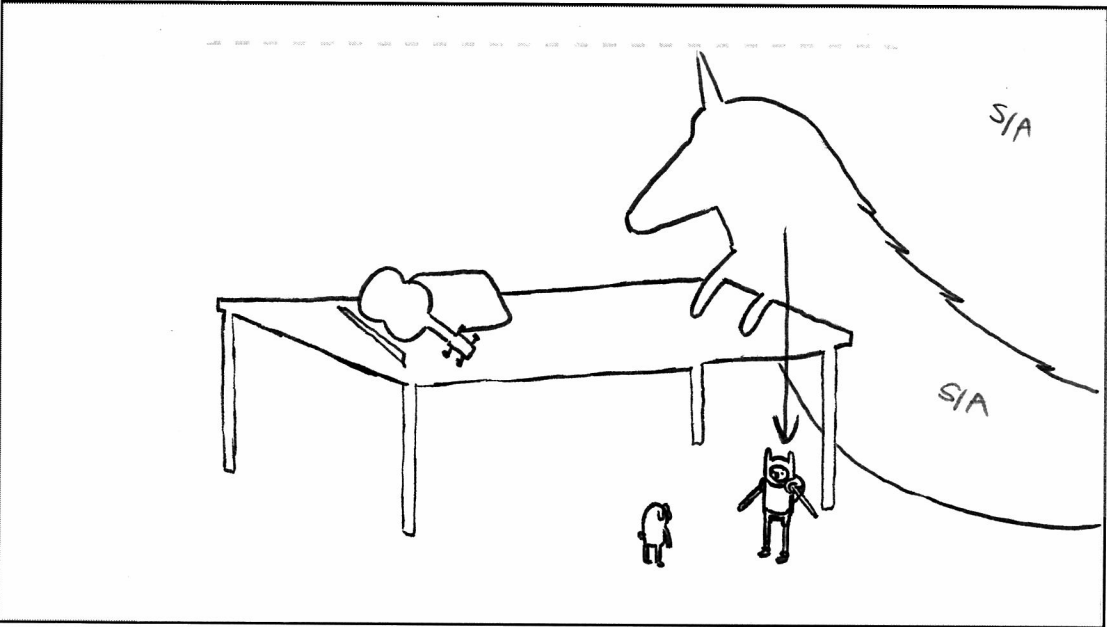


Sc. 79

Pnl. F

Bg.

day night



Dialog:

Ⓕ And then I shrunk down
like Jake...

Action:

— Finn shrinks down.

Timing:

100896
EPISODE #
Production :

ADVENTURE TIME



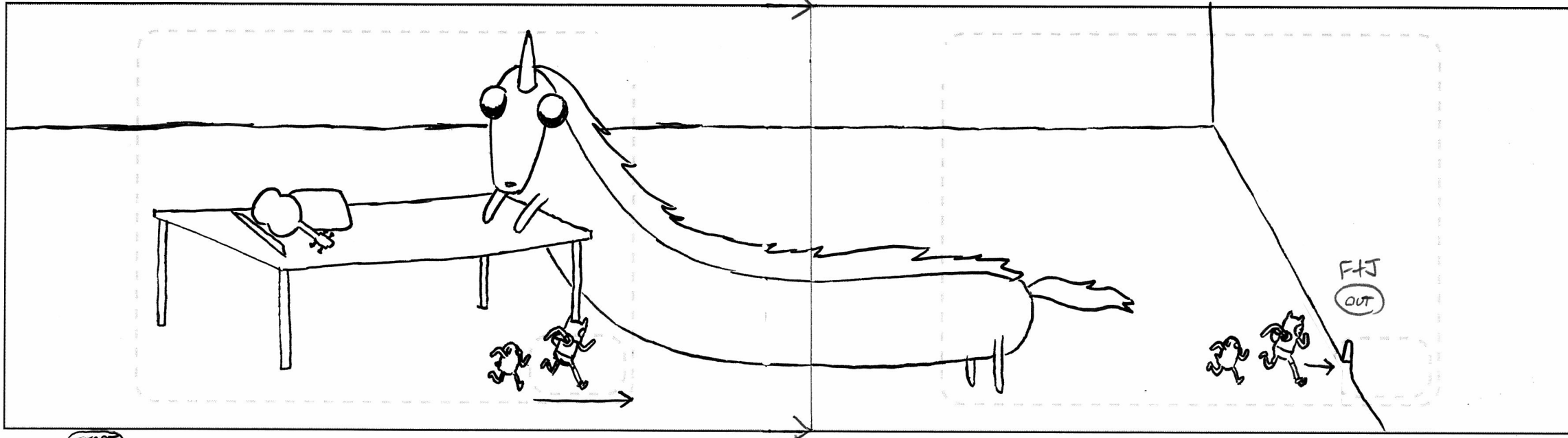
Sc. 79

Pnl. G

Bg.

day night

day night



Dialog:	PAN
Action:	- F+J RUN PAST LADY. - PAN/ w/ F+J
Timing:	



- F+J go into the hole.

EPISODE # 100896
Production :
STOP

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ADVENTURE TIME



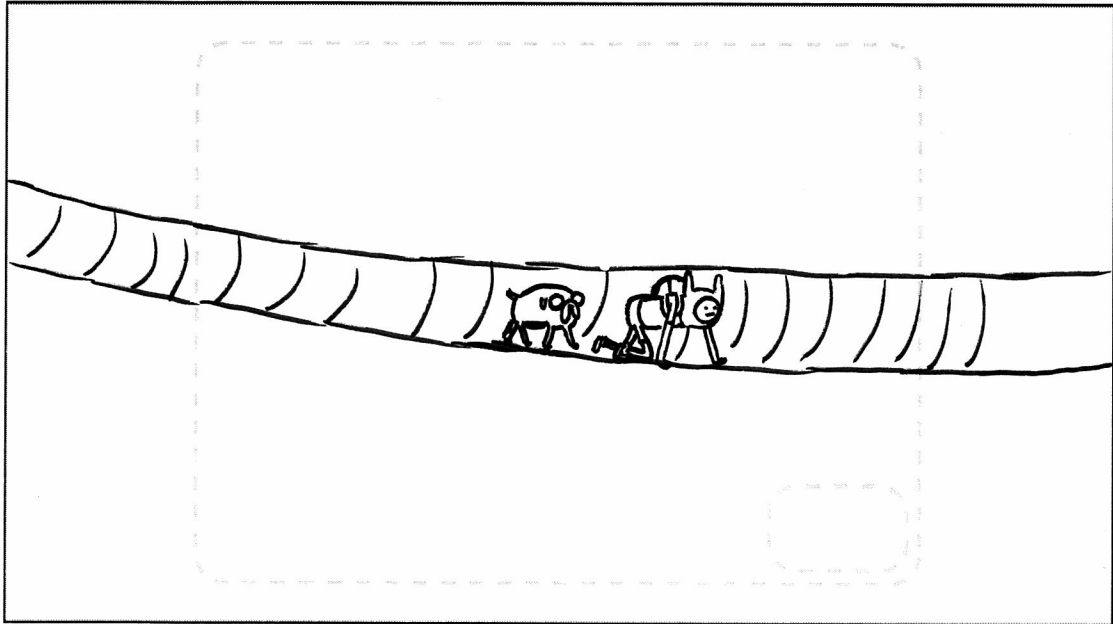
Page 118

Sc. 80

Pnl. A

Bg.

day night

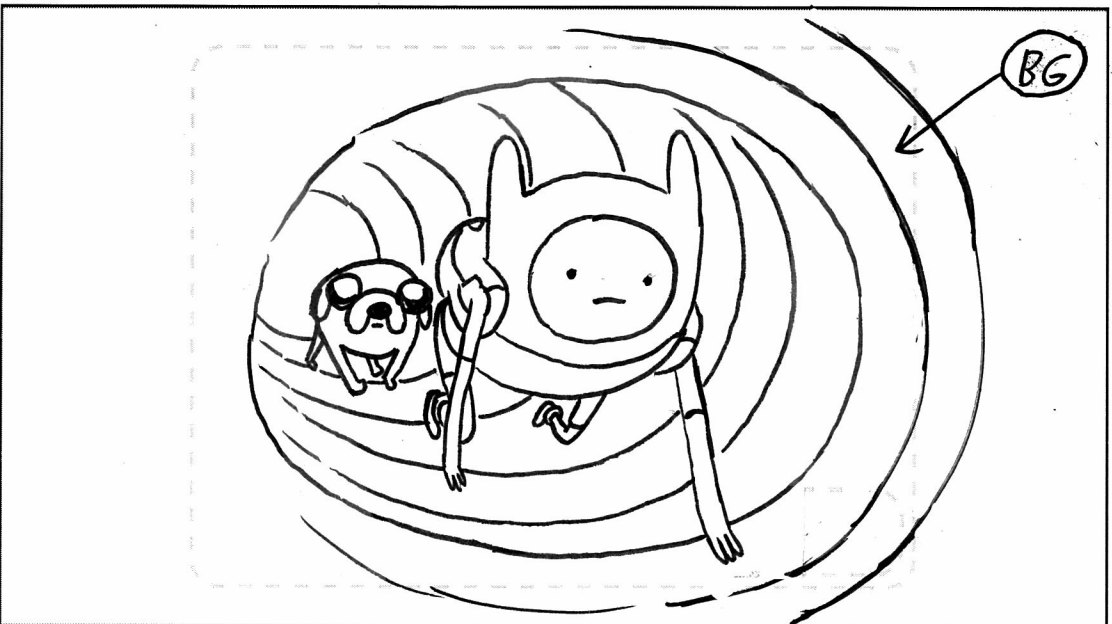


Sc. 81

Pnl. A

Bg.

day night



Dialog:

Action: - F+J crawl through the hole
looking for the worm.

Timing:

100896

EPISODE #

Production :

ADVENTURE TIME



Sc. 81 Pnl. B Bg. day night

BG/SA

Sc. 81 Pnl. C Bg. day night

BG/SA

Dialog: F: How come you know so much about dreams and stuff? J: 'Cause I sleep a lot.

Action:

Timing:

100896
EPISODE #
Production :

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ADVENTURE TIME

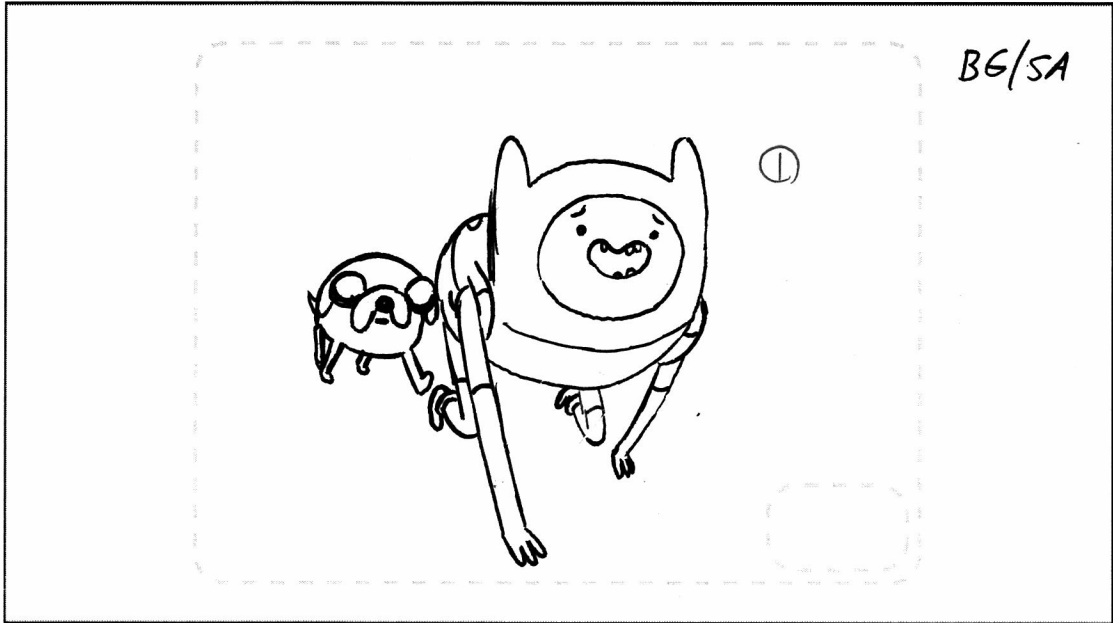


Sc. 81

Pnl. D

Bg.

day night

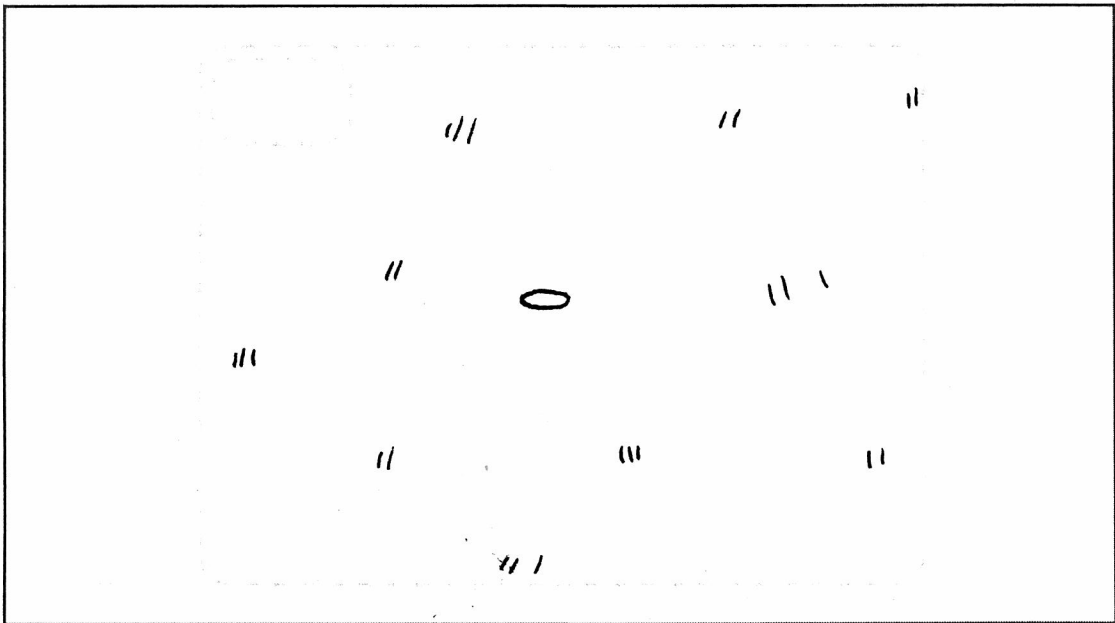


Sc. 82

Pnl. A

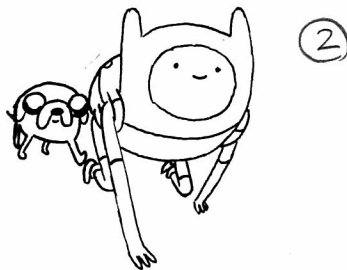
Bg.

day night



Dialog: F: hahh! oh yeahhhh...

Action:



-EXT FIELD

Timing:

100896

EPISODE #

Production :

ADVENTURE TIME



Page 121

Sc. 82

Pnl. B

Bg.

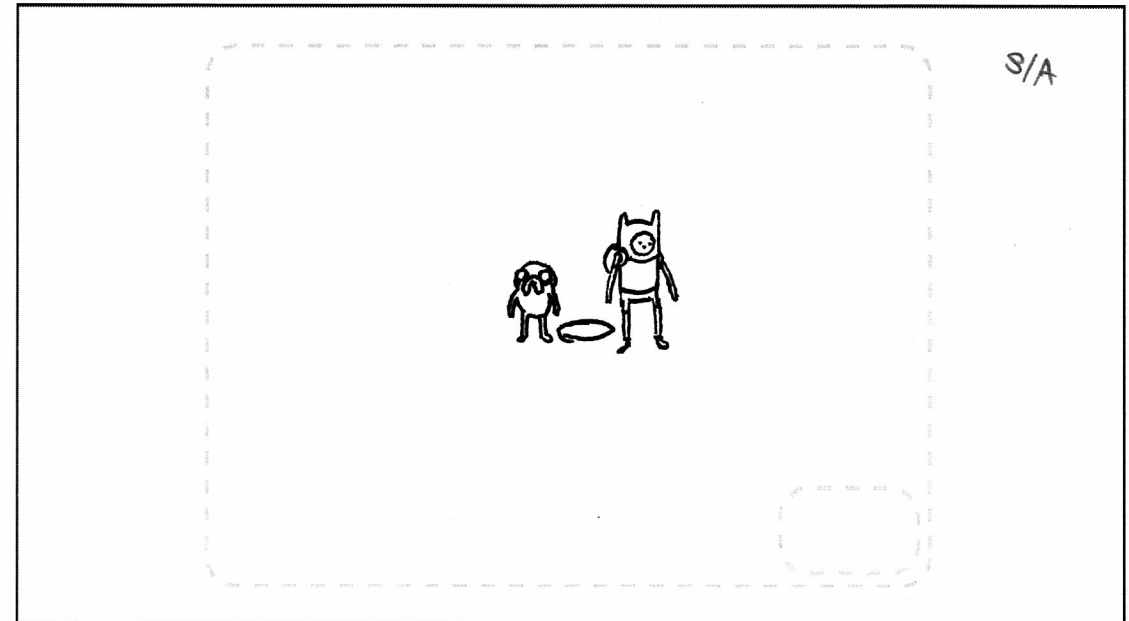
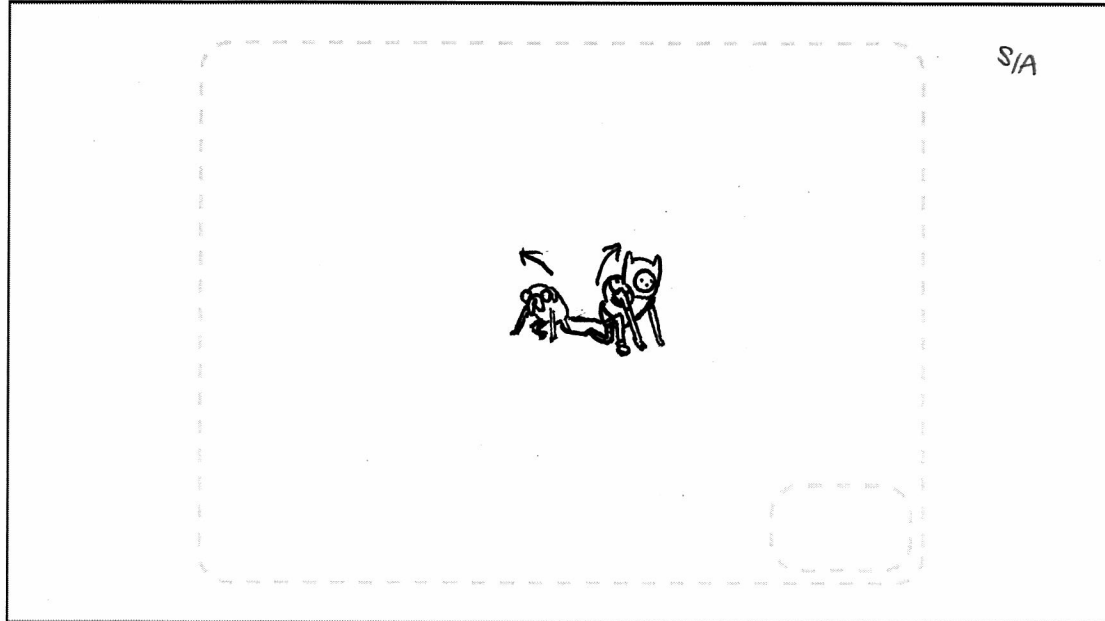
day night

Sc. 82

Pnl. C

Bg.

day night



Dialog:

Action: - F+J CRAWL OUT OF HOLE.

Timing:

EPISODE # 968001

Production :

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ADVENTURE TIME

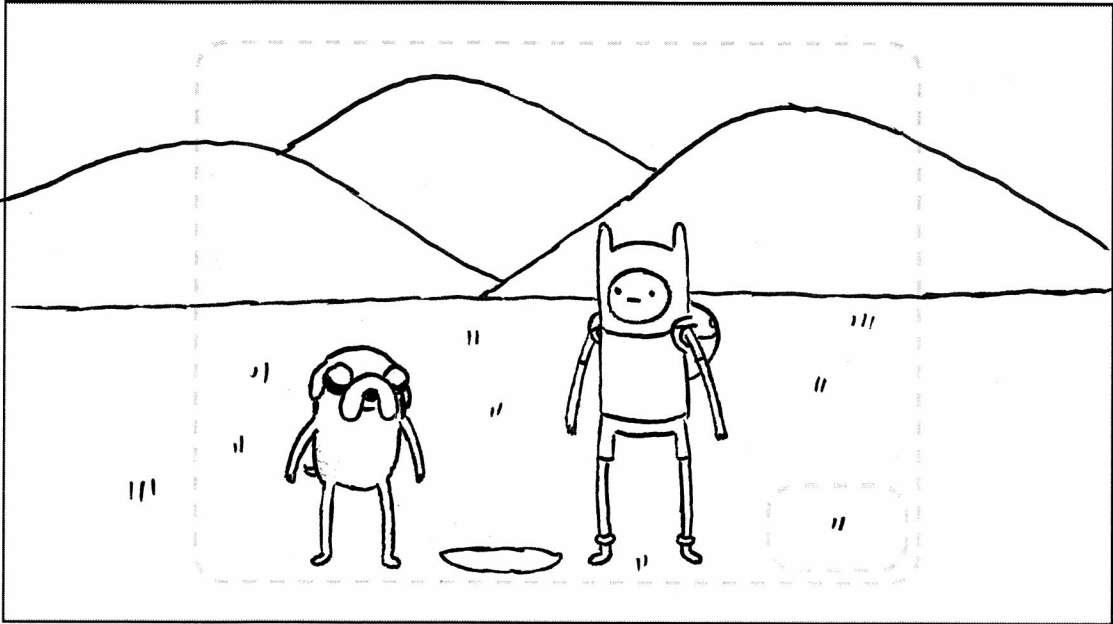


Sc. 83

Pnl. A

Bg.

day night

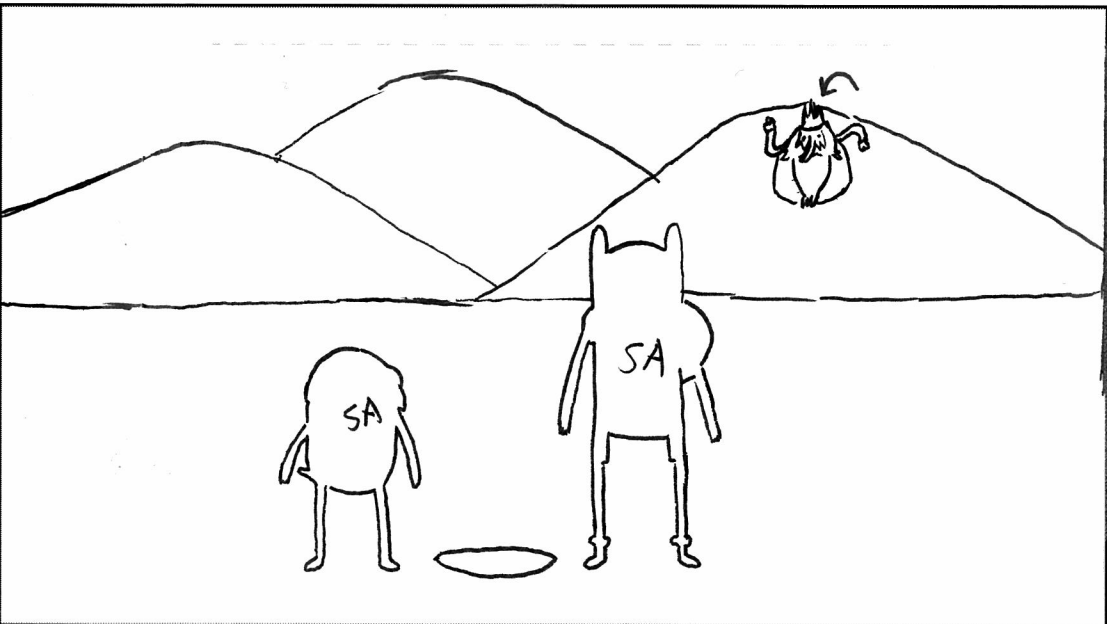


Sc. 83

Pnl. B

Bg.

day night



Dialog:	IK: *running/fearful grunts*
Action:	- Suddenly the ICE KING shows up, jogging over a hill.
Timing:	

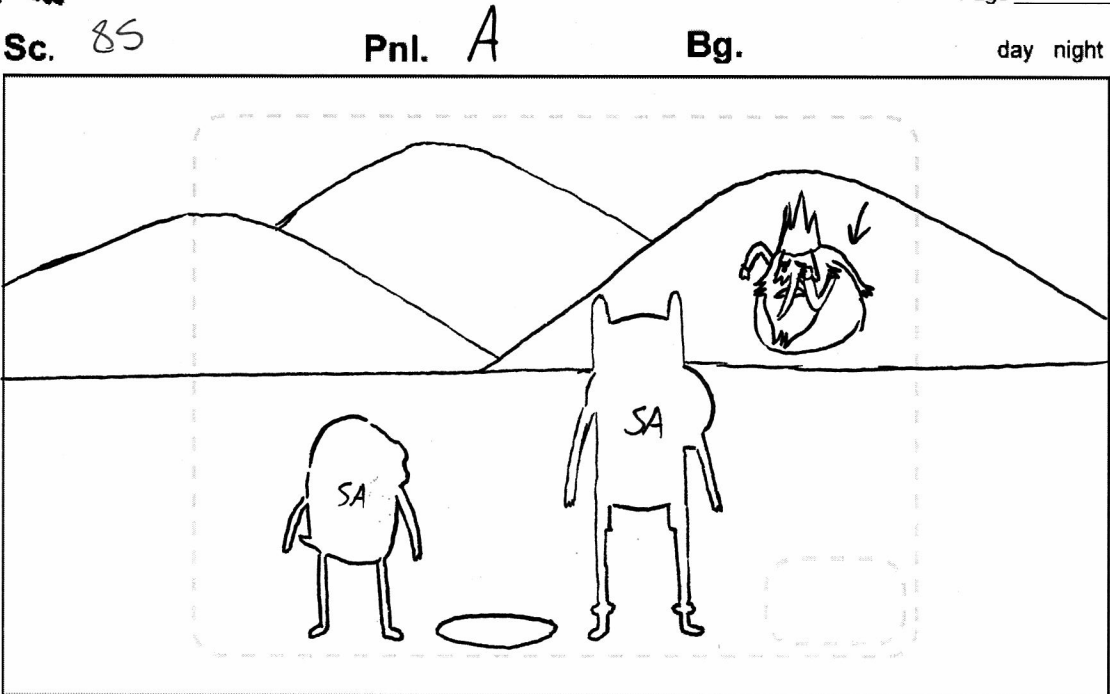
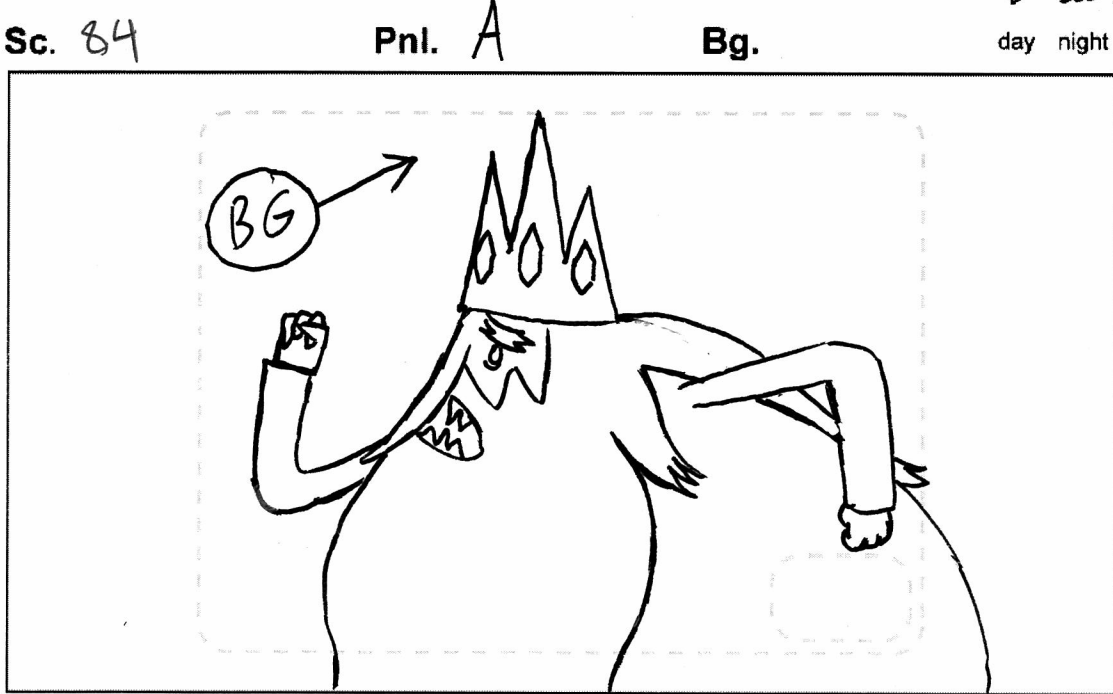
100896

EPISODE #

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ADVENTURE TIME



Dialog:	<u>Ik</u> : Fiona! Cake! (exhausted)
Action:	- Ik is in a panic.
Timing:	

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ADVENTURE TIME



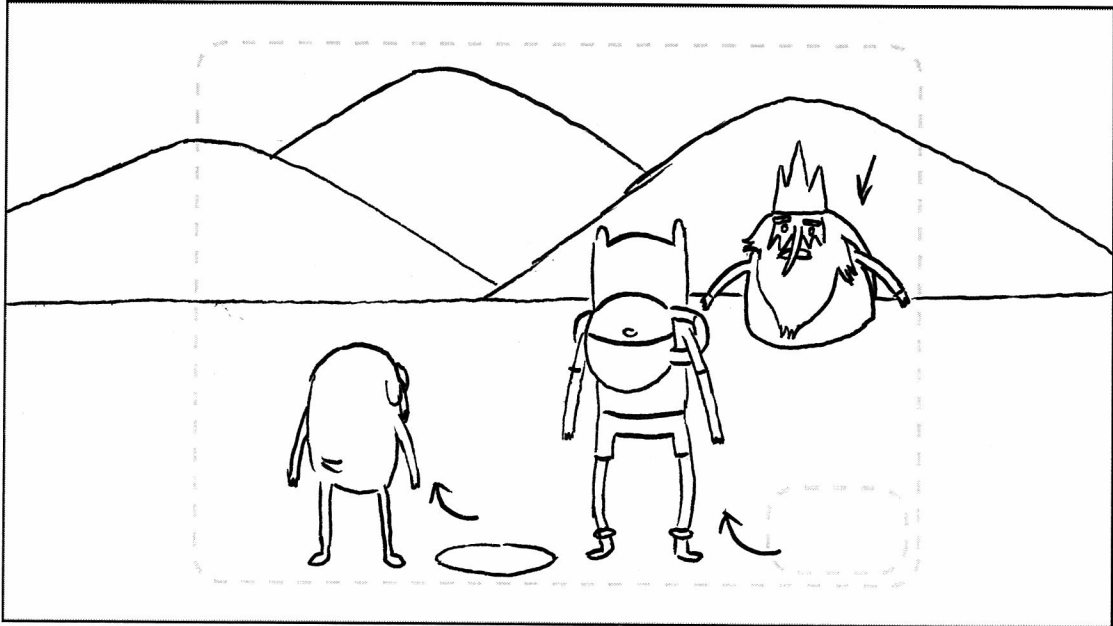
Page 124

Sc. 85

Pnl. B

Bg.

day night

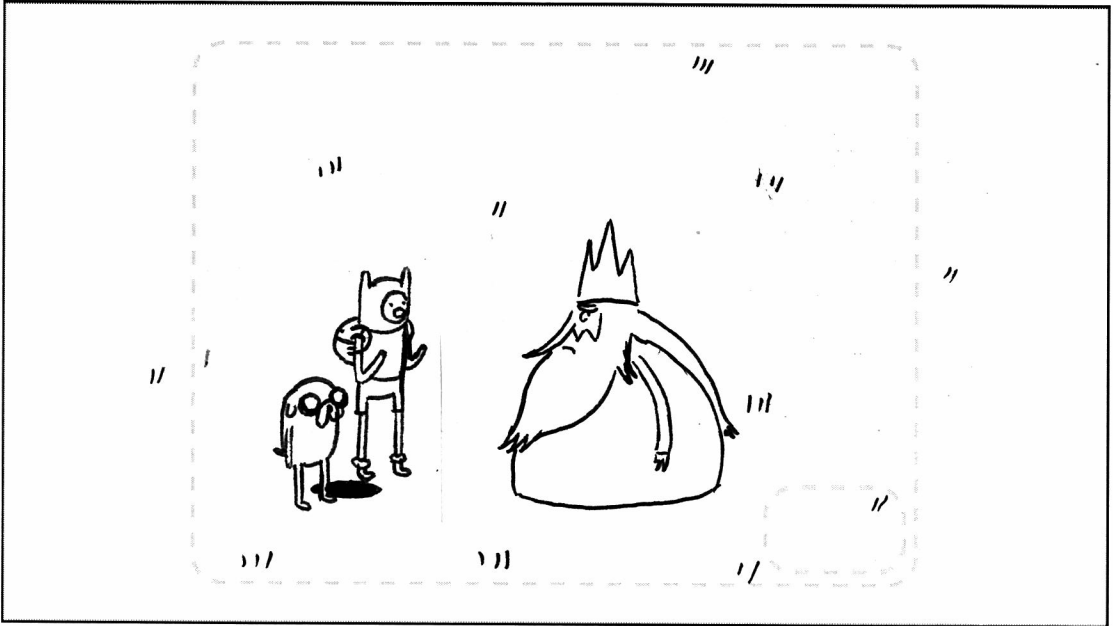


Sc. 86

Pnl. A

Bg.

day night



Dialog:

Ik: I need your help!

F: What?...

Action:

Timing:

100896
EPISODE #

Production :

ADVENTURE TIME

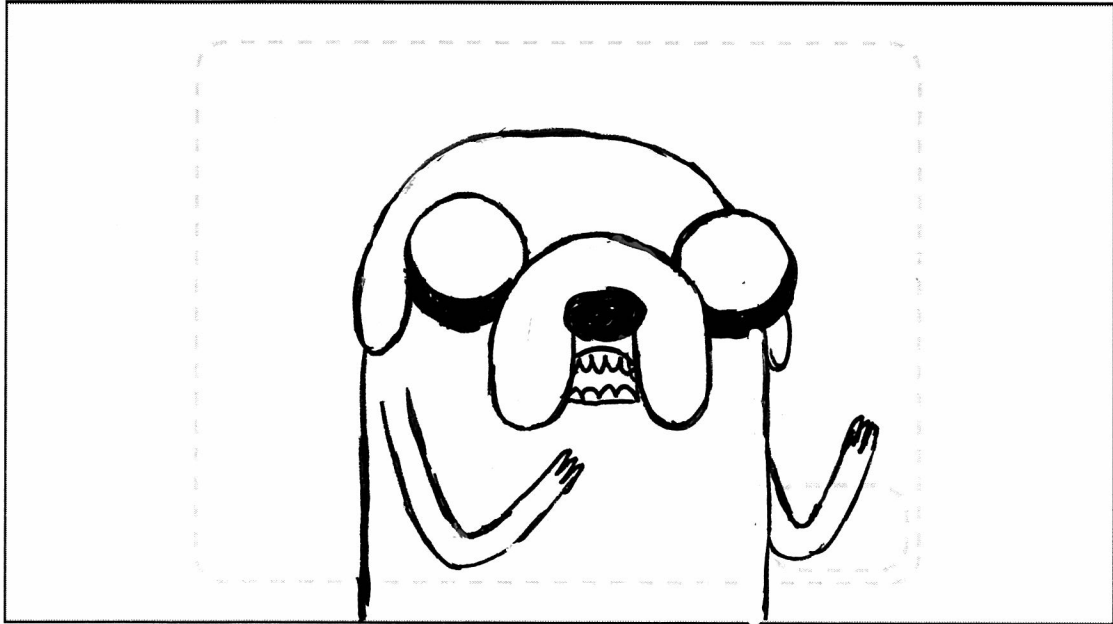


Sc. 87

Pnl. A

Bg.

day night

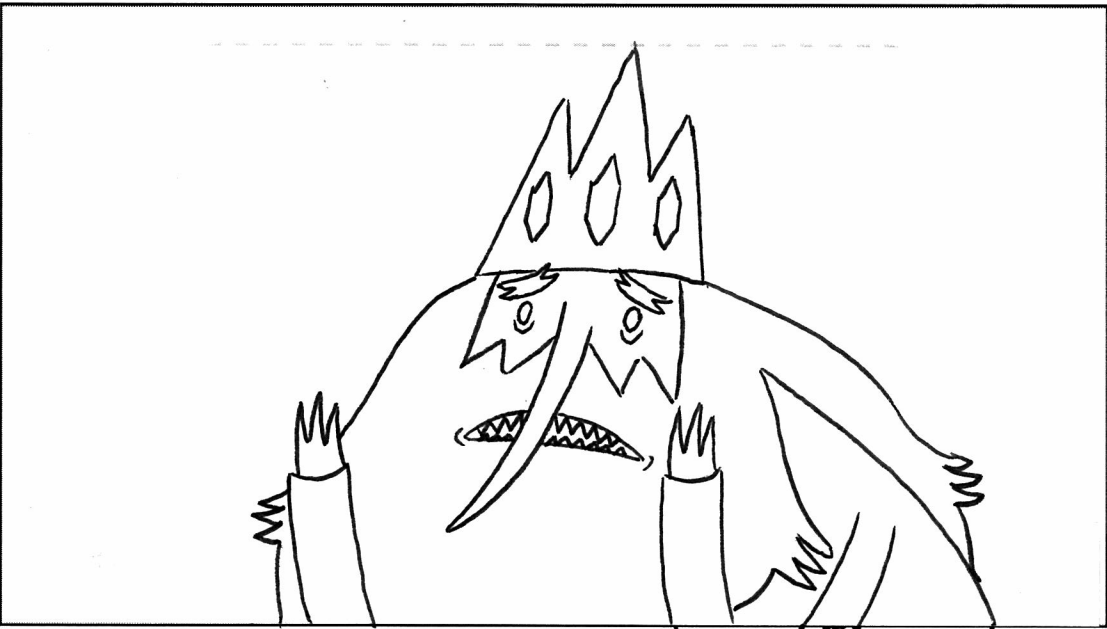


Sc. 88

Pnl. A

Bg.

day night



Dialog:

J: What did you say?

IK: I really did it this time!

Action:

Timing:

100896

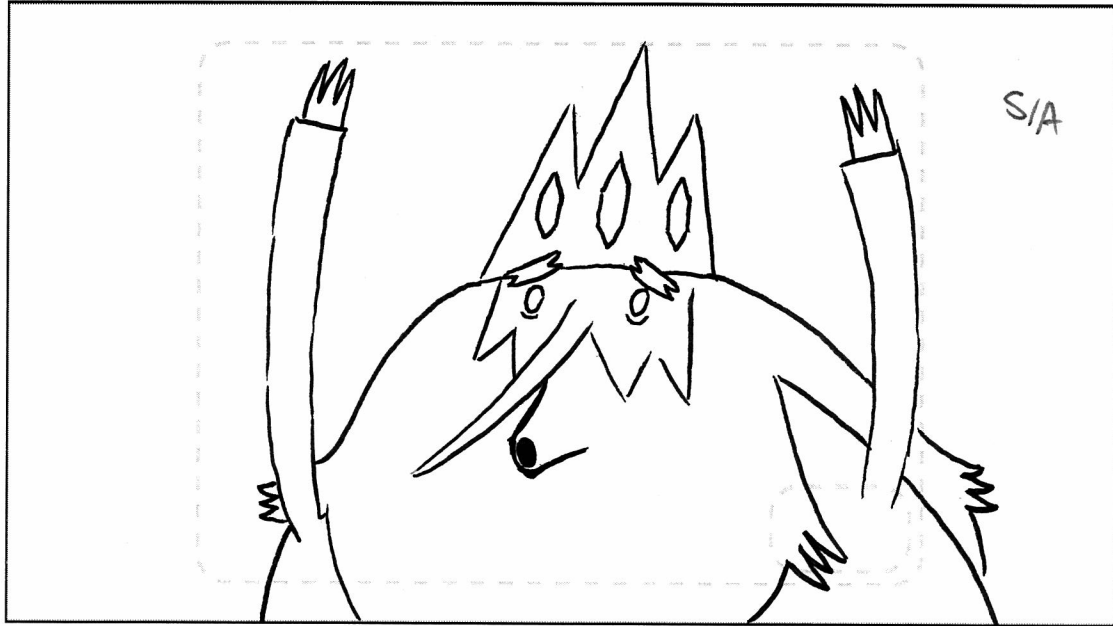
EPISODE #

Production :

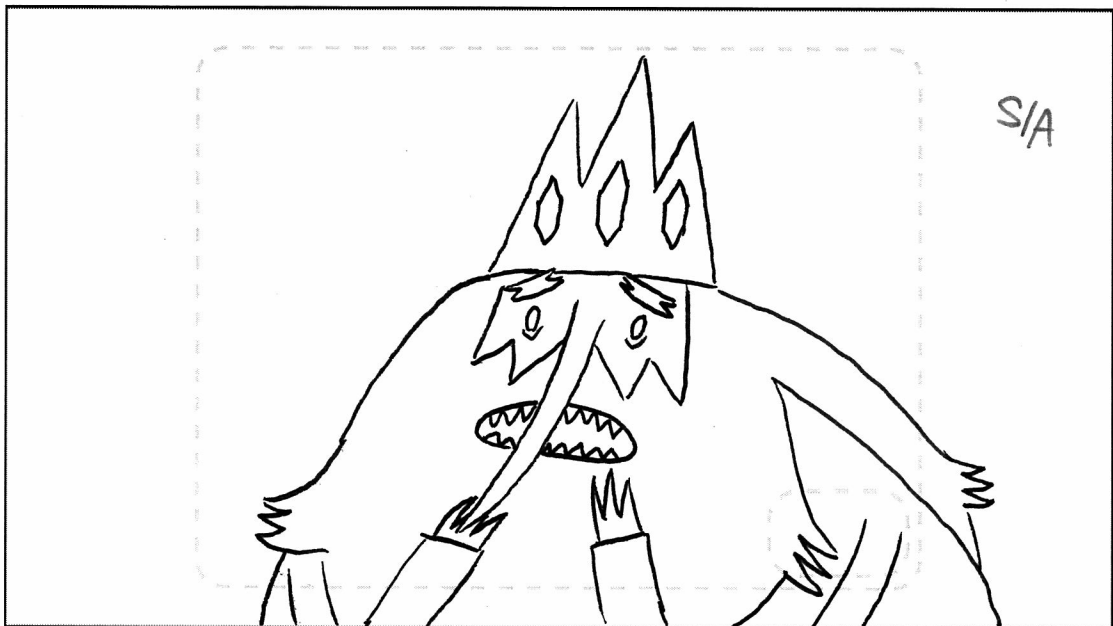
ADVENTURE TIME



Sc. 88 Pnl. B Bg. day night



Sc. 88 Pnl. C Bg. day night



Dialog:	<u>IK</u> : They're loose!	<u>IK</u> : AND They're coming for us!
Action:		
Timing:		

100896

EPISODE #

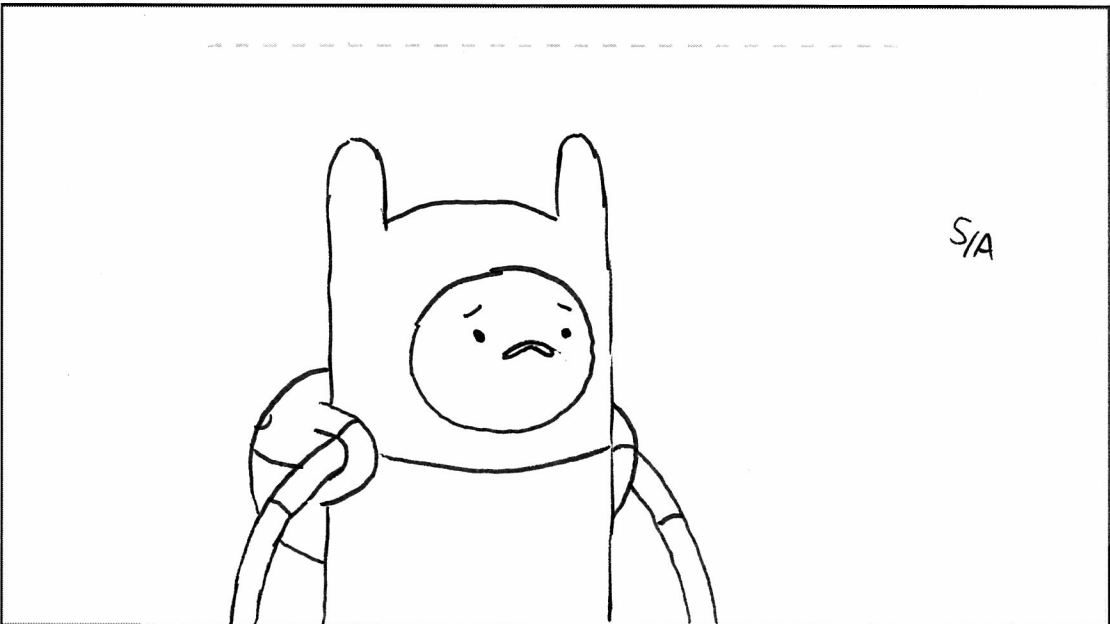
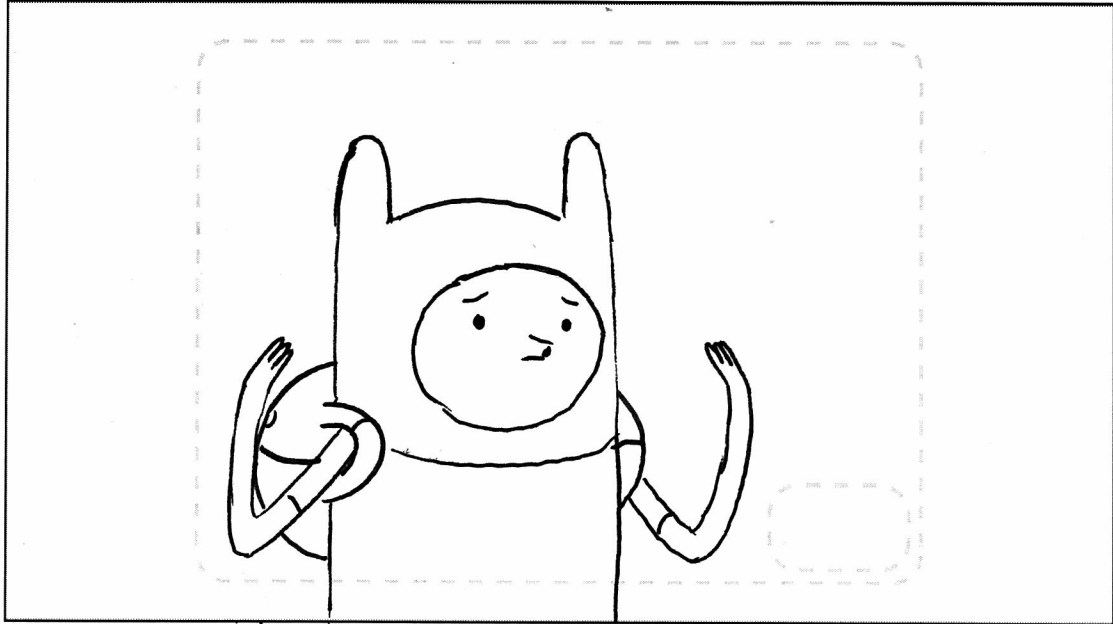
Production :

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ADVENTURE TIME



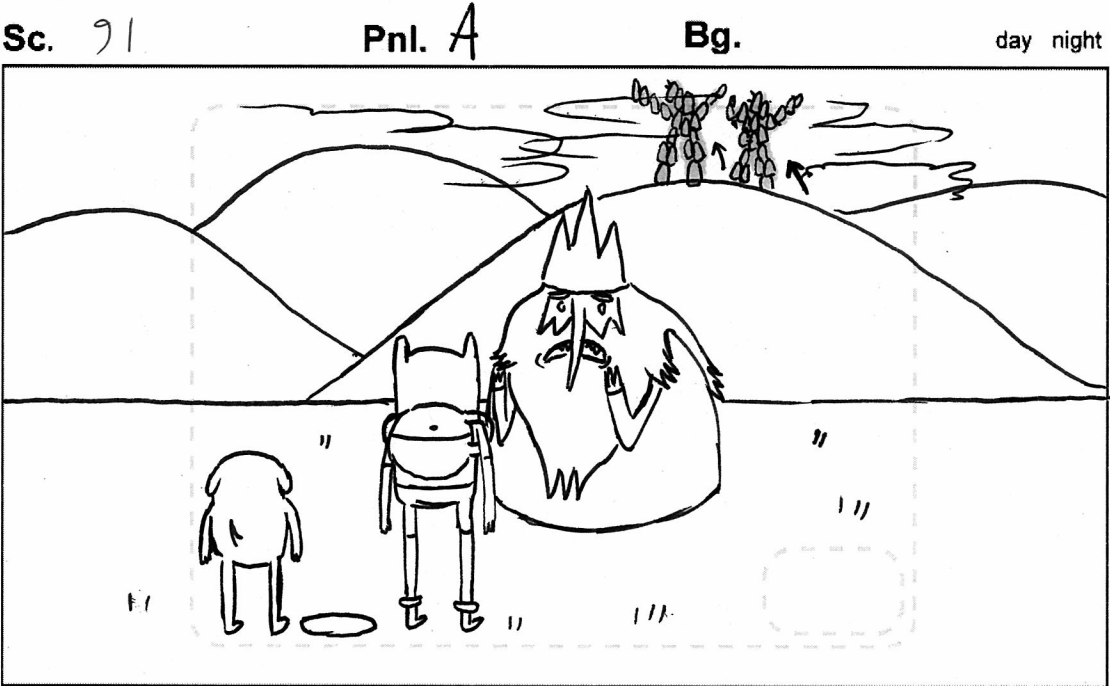
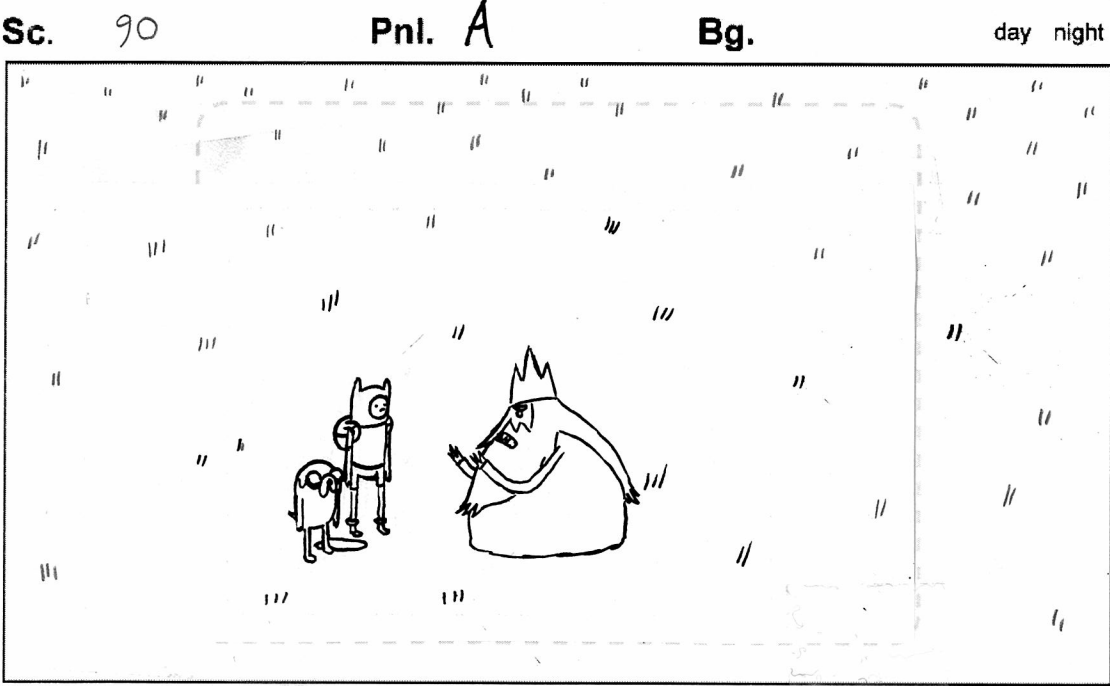
Sc. 89 Pnl. A Bg. day night Sc. 89 Pnl. B Bg. day night



Dialog:	F: Who?
Action:	
Timing:	

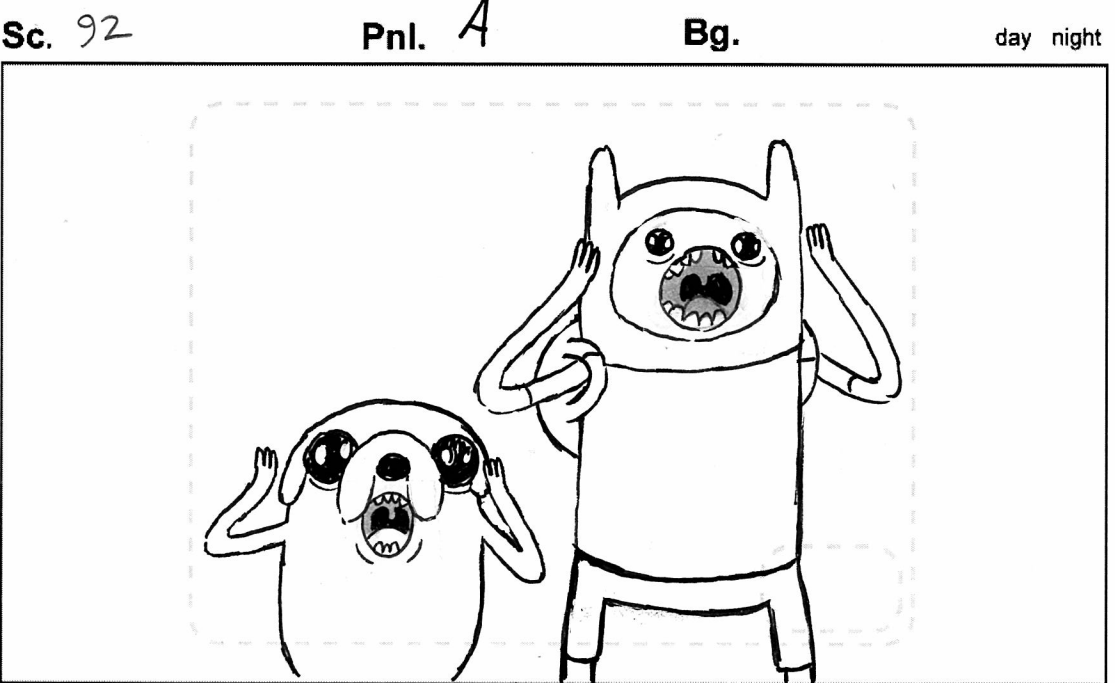
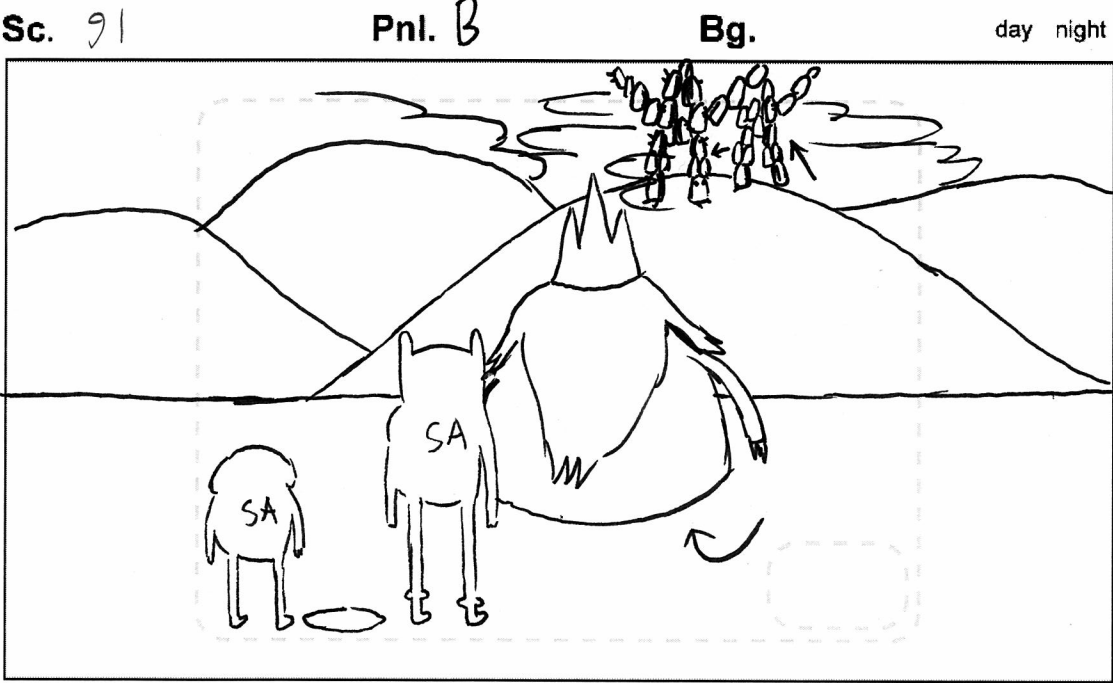
EPISODE # 100896
Production :

ADVENTURE TIME



Dialog:	<p><u>IK:</u> YOU ARE MY BEST FRIEND ...</p> <p><u>PENGUINS:</u> [DISTORTED QUACKING] WENK WEEENK !!</p>
Action:	<p>- SILHOUETTES OF PENGUIN DEMONS ARE VISIBLE IN THE FOG AT THE TOP OF HILL.</p>
Timing:	

ADVENTURE TIME



Dialog:

Action: -ICE KING TURNS TO LOOK
-PENGUIN DEMON MARCH OUT OF MIST.

Timing:

F+J: * DIGITAL NOISE *

SP

Finn and Jake are both STUNNED.

100896
EPISODE #

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ADVENTURE TIME

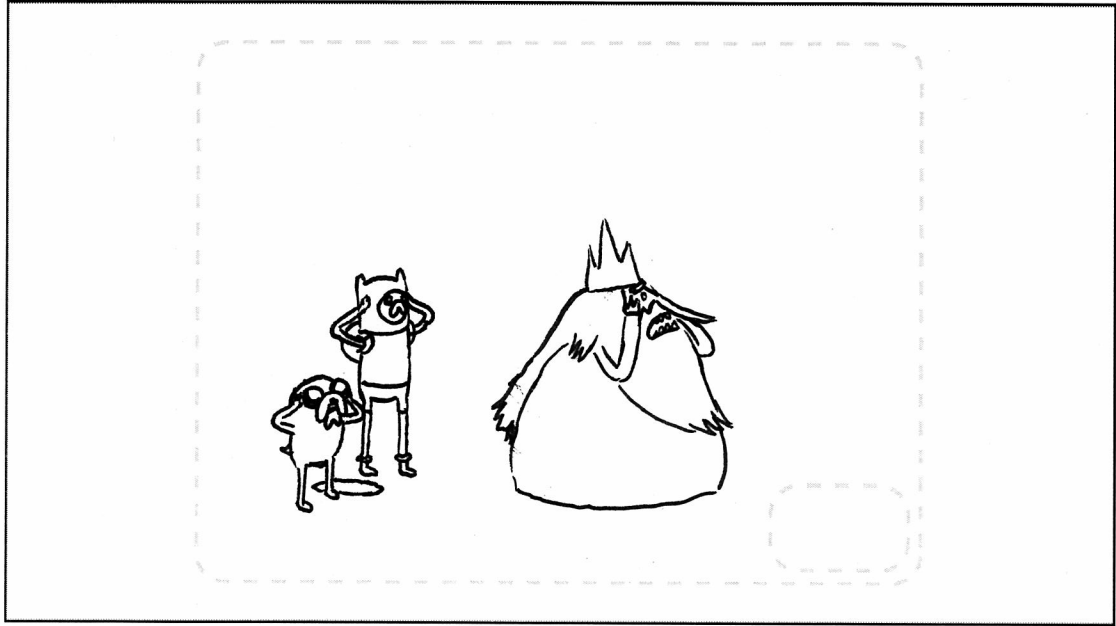


Sc. 93

Pnl. A

Bg.

day night

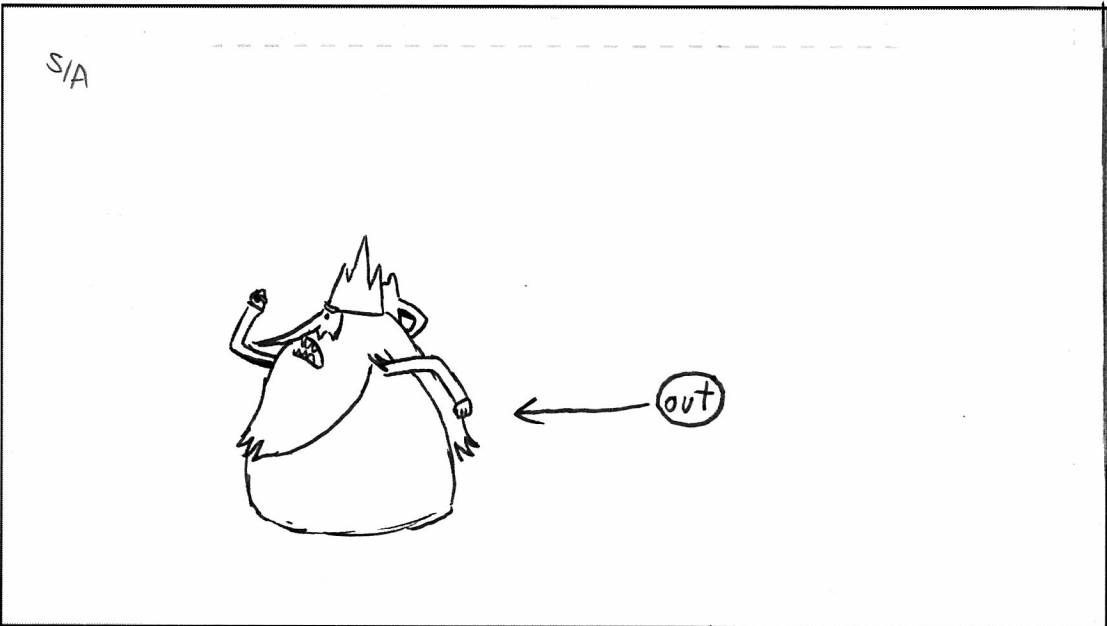


Sc. 93

Pnl. B

Bg.

day night



Dialog:	<u>IK</u> : * RUNNING / FEARFUL GRUNTS
Action:	-IK starts running.
Timing:	

100896

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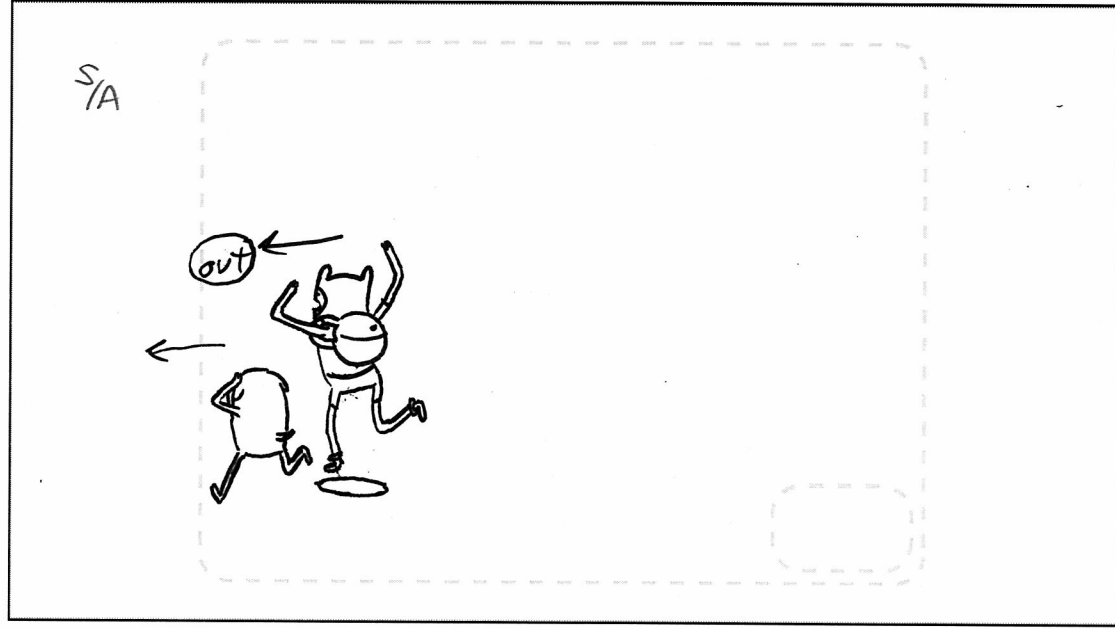


Sc. 93

Pnl. C

Bg.

day night

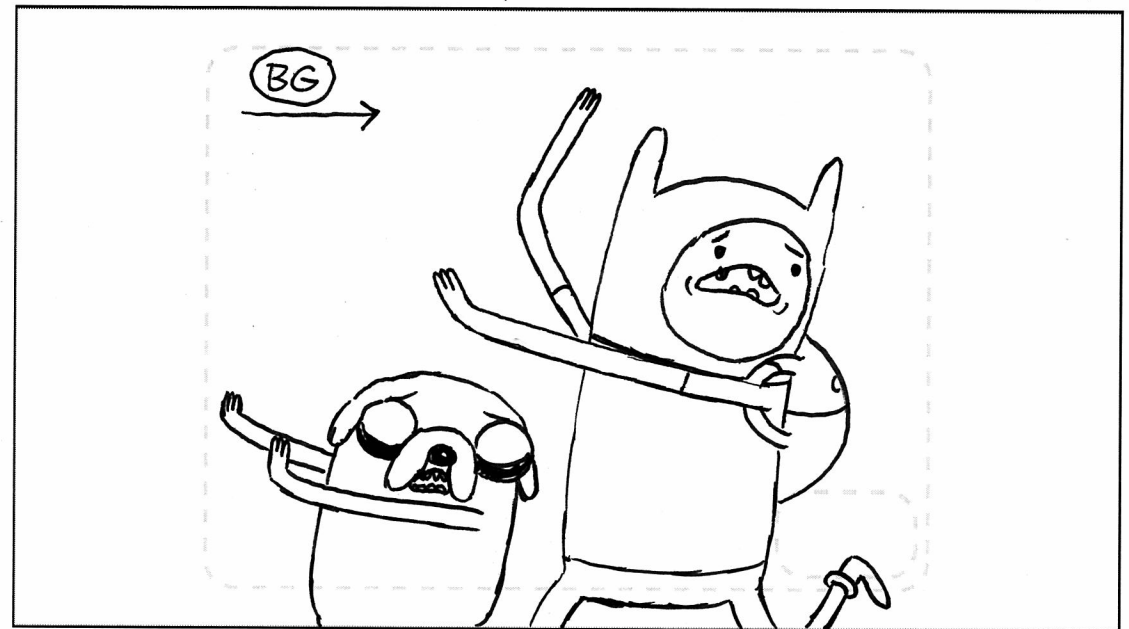


Sc. 94

Pnl. A

Bg.

day night



Dialog:	<u>F+J</u> : [RUNNING/EXERTION]
Action:	- FINN + JAKE FOLLOW I.K. OFF/S
Timing:	

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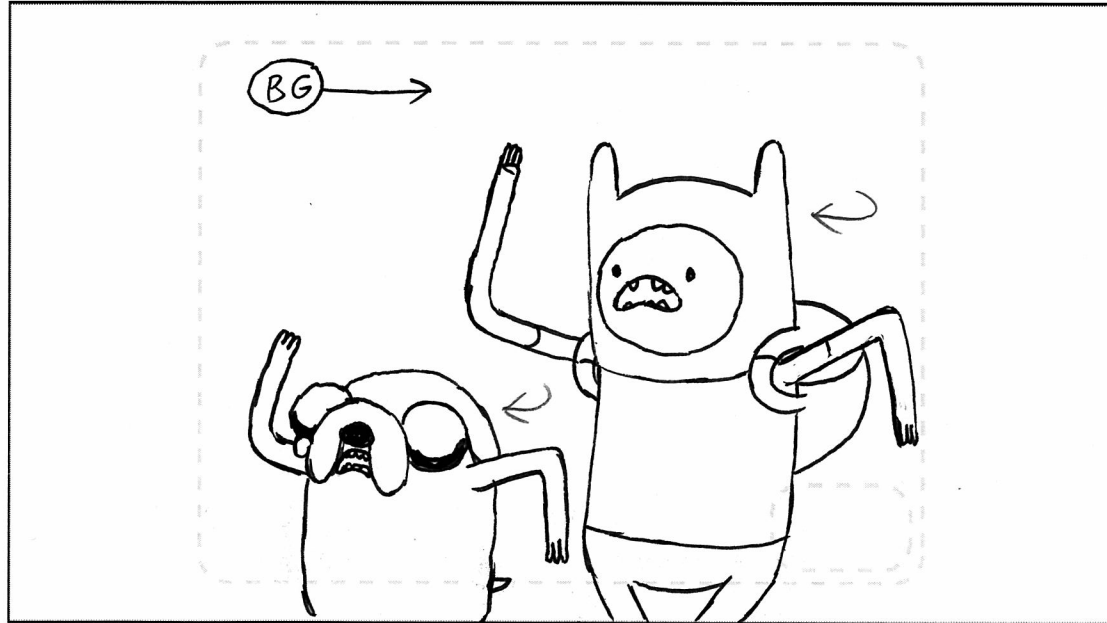
Page 132

Sc. 94

Pnl. B

Bg.

day night

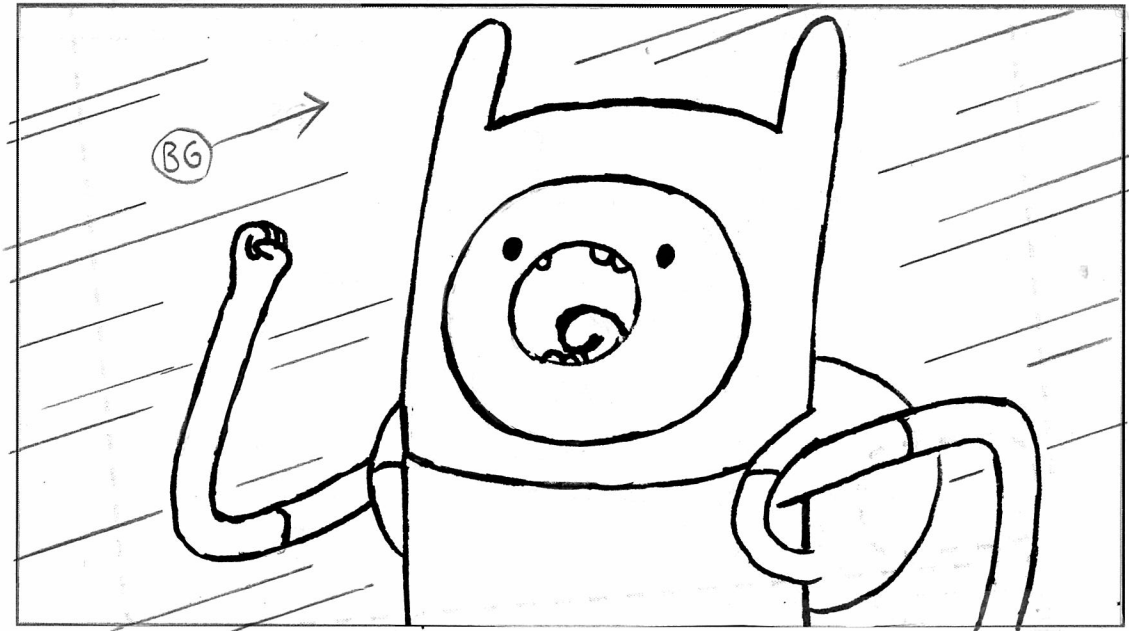


Sc. 95

Pnl. A

Bg.

day night



Dialog:

Action:

- F+J TURN TO FACE FORWARD.

- Finn sees Joshua

Timing:

100896

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ADVENTURE TIME



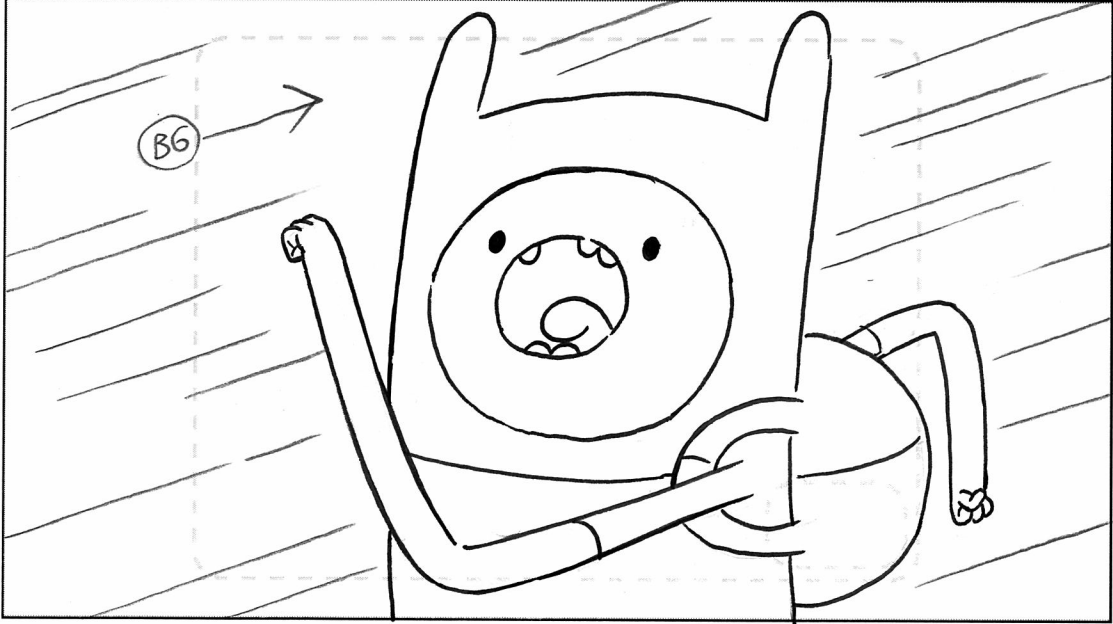
Page 133

Sc. 95

Pnl. B

Bg.

day night

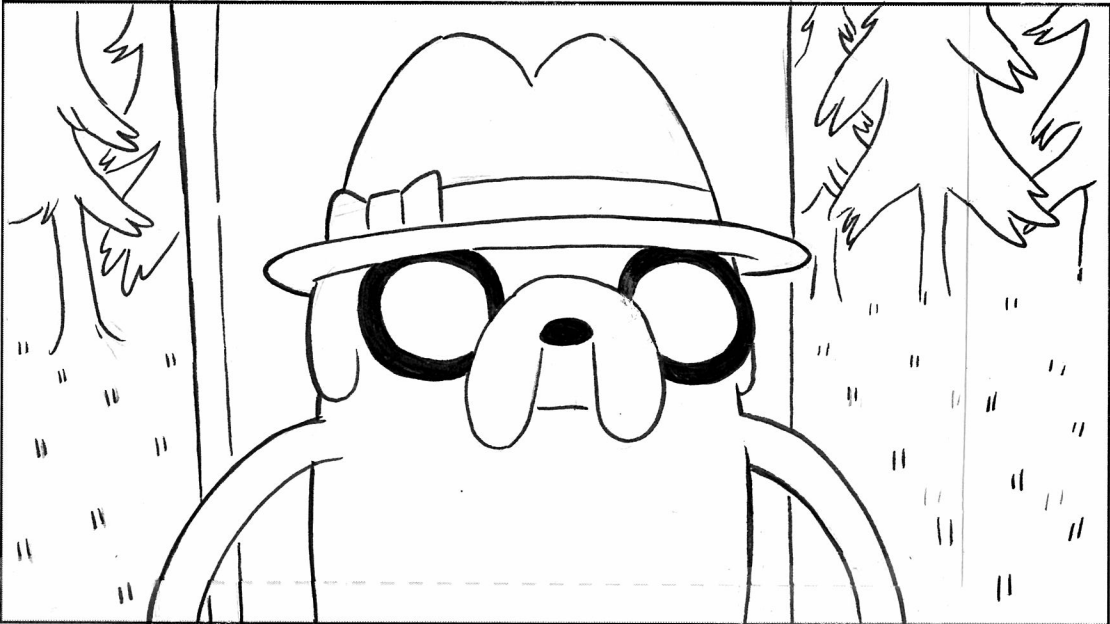


Sc. 96

Pnl. A

Bg.

day night



Dialog:

E: DAD.?!/

Action:

E D

- JOSHUA SITS MOTIONLESS

Timing:

EPISODE # 1008 - 96

Production :

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ADVENTURE TIME



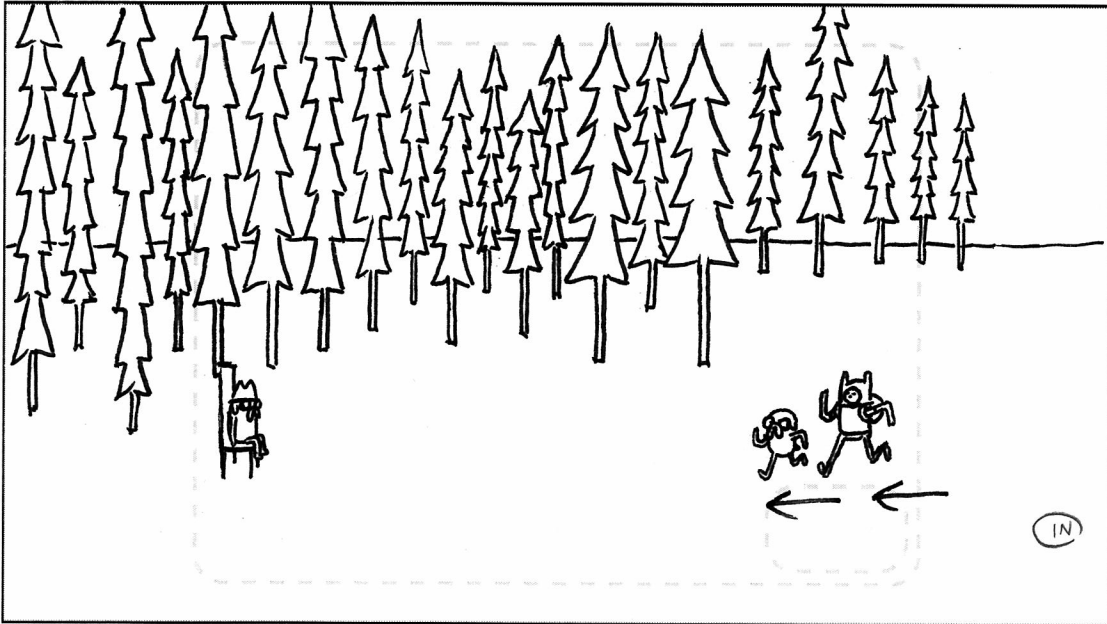
Page 134

Sc. 97

Pnl. A

Bg.

day night

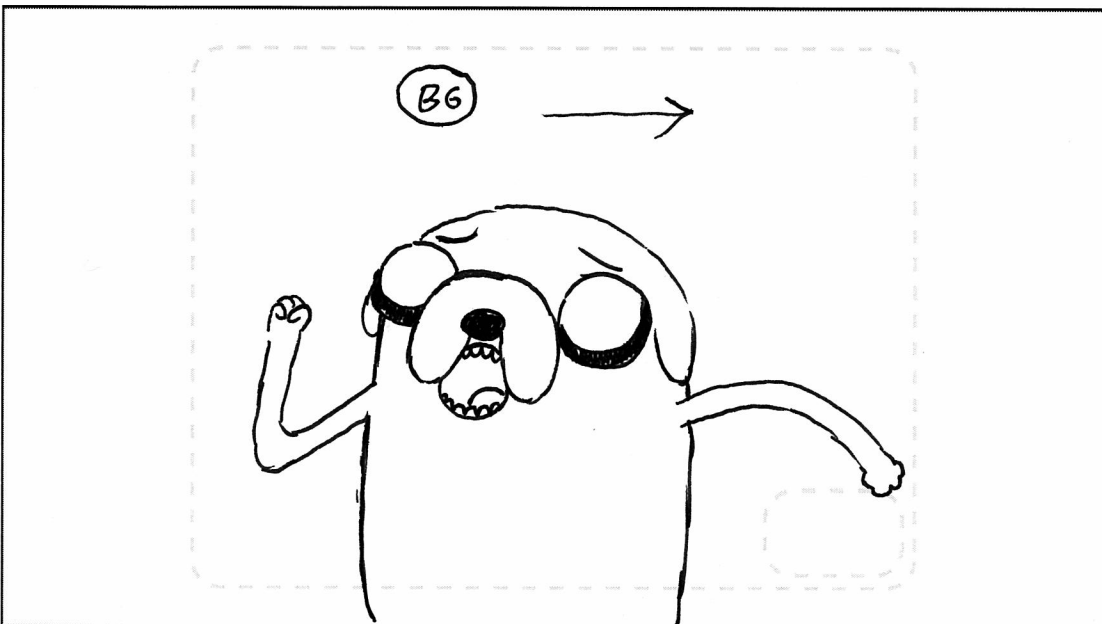


Sc. 98

Pnl. A

Bg.

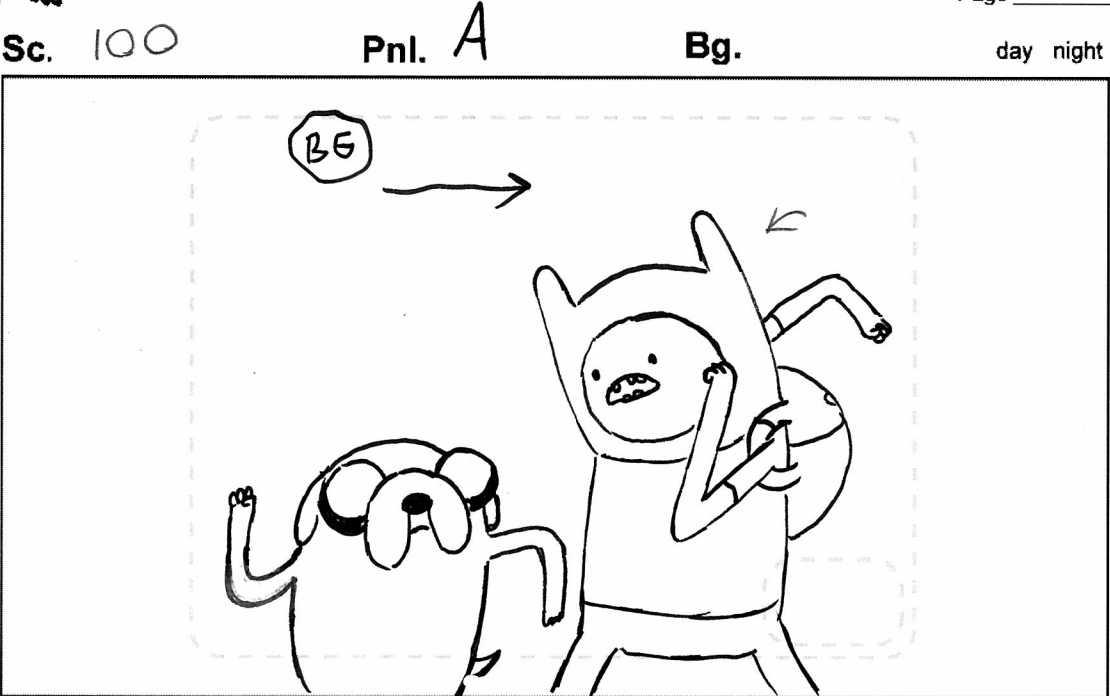
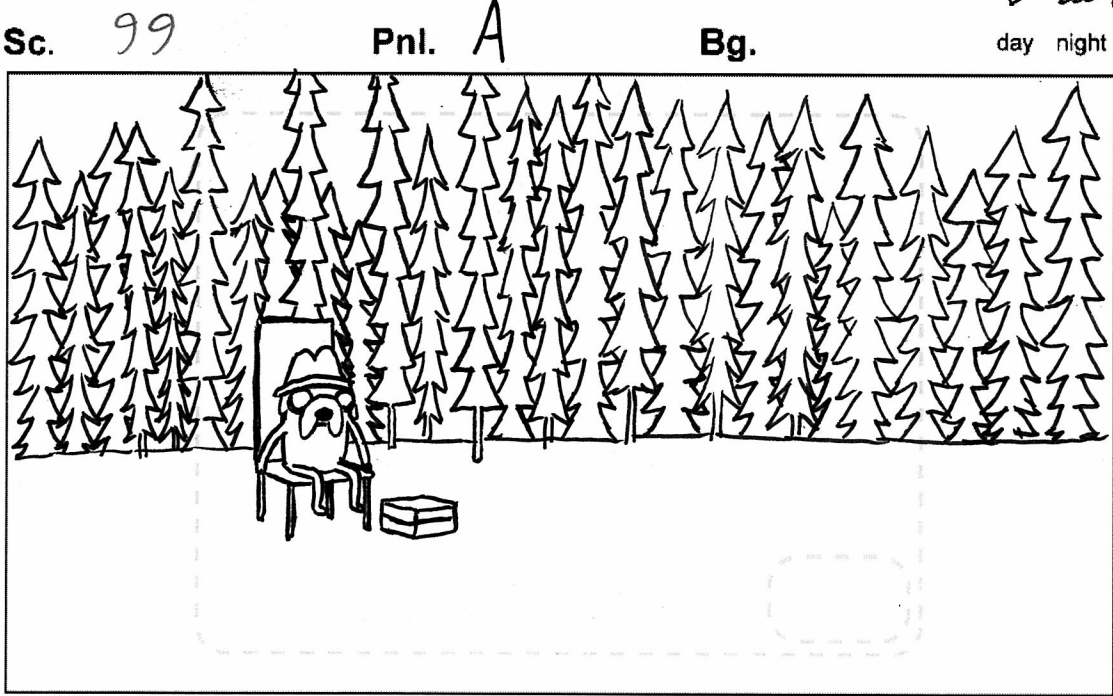
day night



Dialog:	<u>J</u> : Help us !
Action:	- Joshua is sitting on a chair in the forest. - F+J RUN ON/S
Timing:	

100896 EPISODE # Production :

ADVENTURE TIME



Dialog:

F: maybe he's not really... real?

Action: — Joshua doesn't say anything, just sits there, now there is a briefcase next to him.

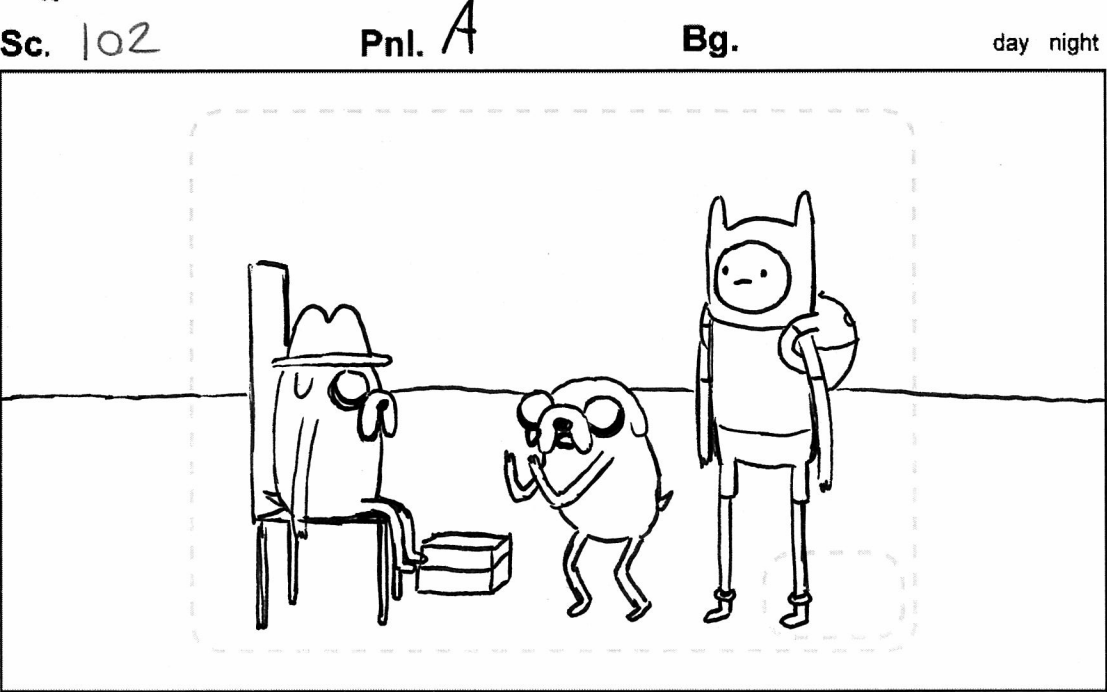
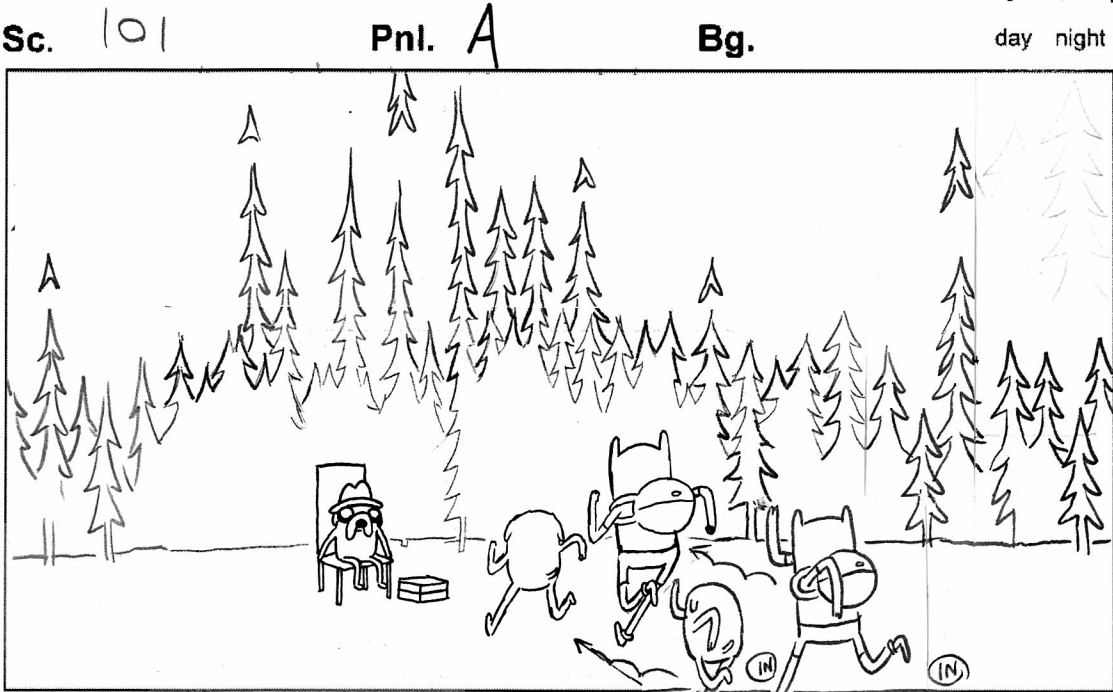
Timing:

100896

EPISODE #

Production :

ADVENTURE TIME



Dialog:	<i>Take: Dad, are you okay?</i>
Action:	<i>— Finn and Jake ran over to Joshua.</i>
Timing:	

EPISODE # 968001
Production :

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ADVENTURE TIME

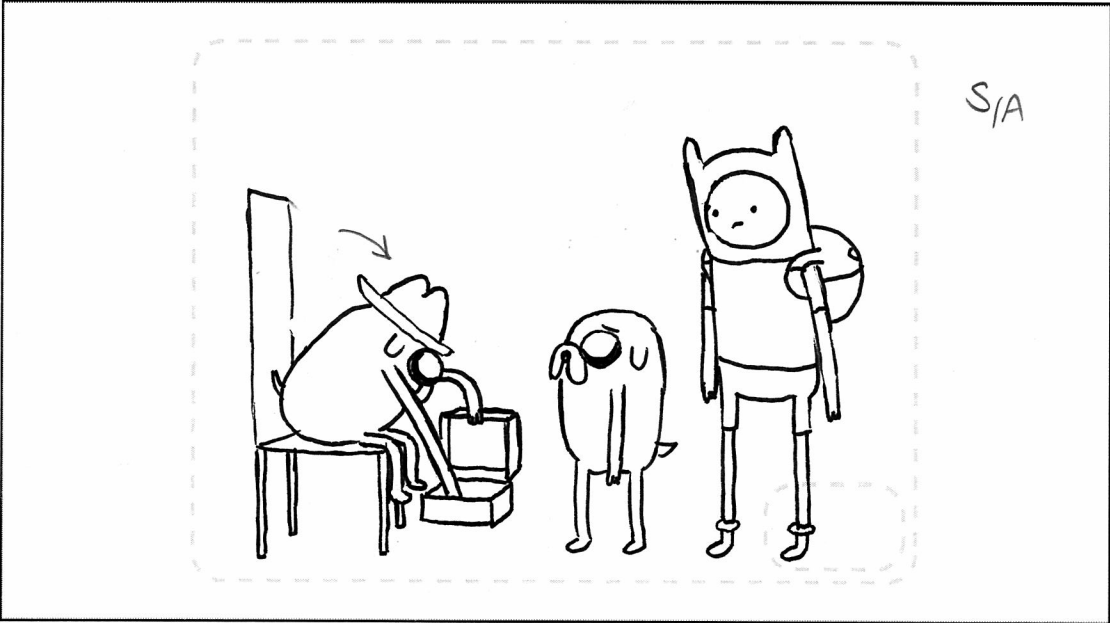


Sc. 102

Pnl. B

Bg.

day night

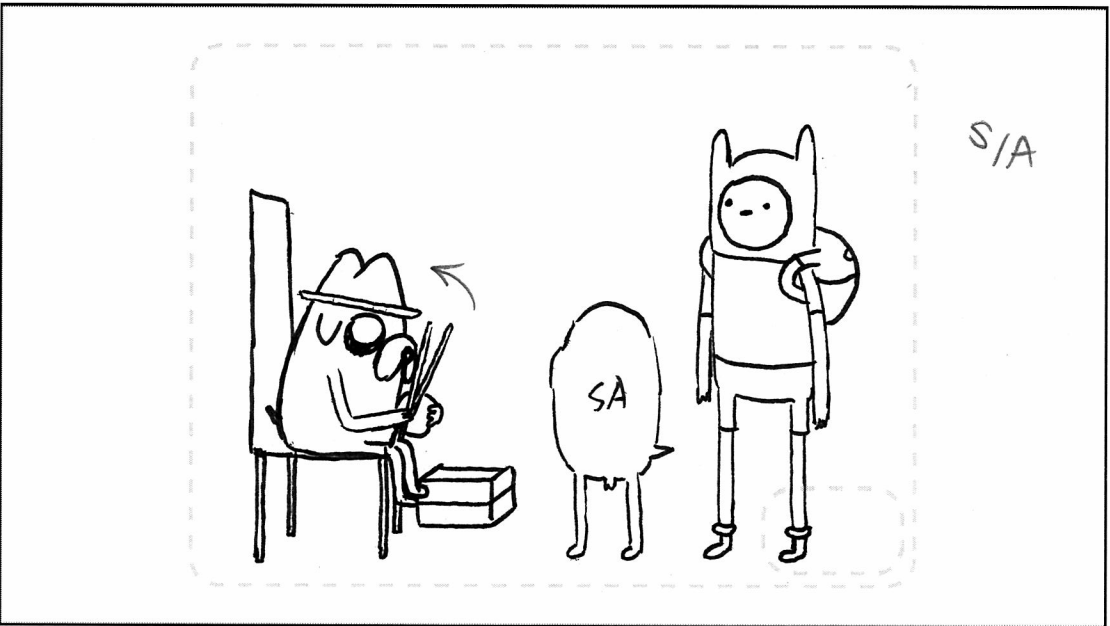


Sc. 102

Pnl. C

Bg.

day night



Dialog:

Action: — Joshua opens his briefcase and takes out some knitting needles and yarn.

Timing:

100896
EPISODE #

Production :

ADVENTURE TIME

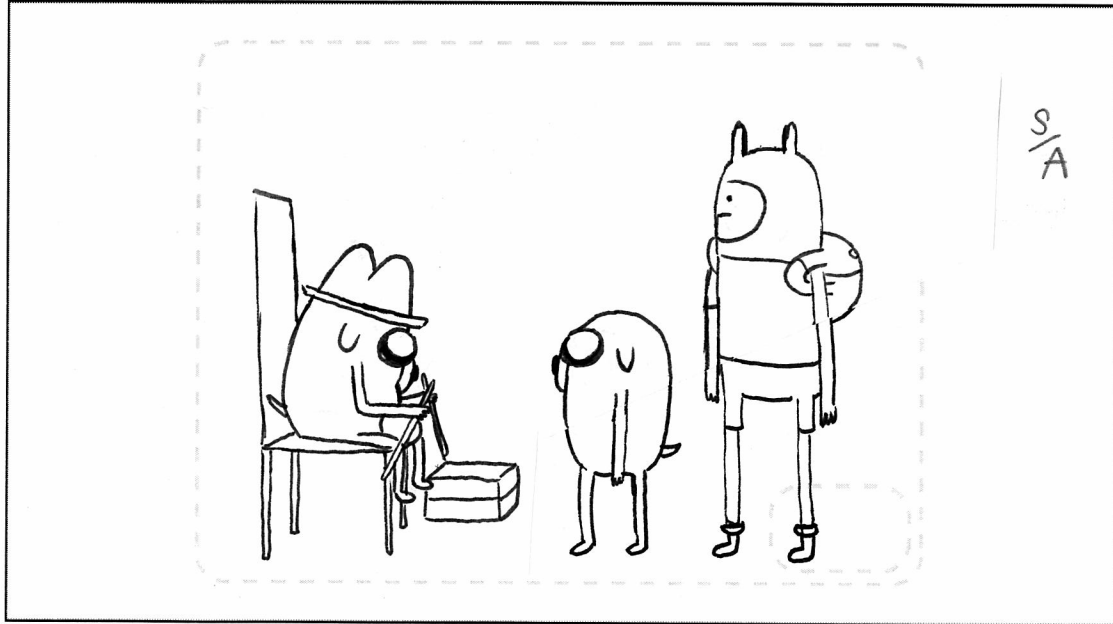


Sc. 102

Pnl. D

Bg.

day night

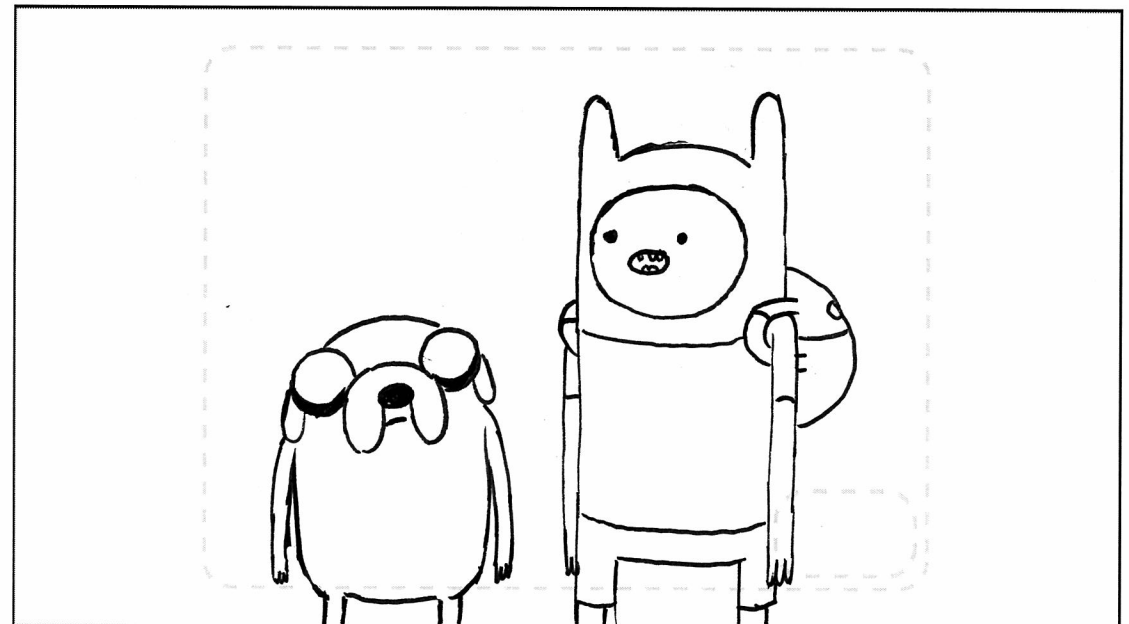


Sc. 103

Pnl. A

Bg.

day night



Dialog:	F: I never knew dad could knit.
SFX:	* CLICK - CLICK - CLICK *
Action:	— Joshua starts knitting.
Timing:	

100896

EPISODE #

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ADVENTURE TIME

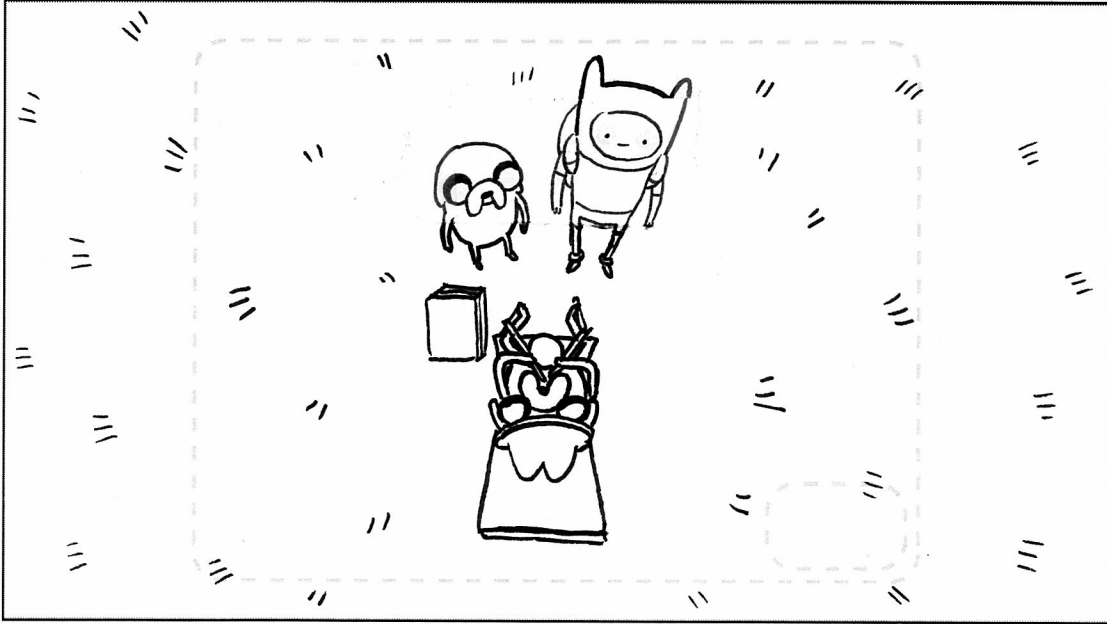


Sc. 104

Pnl. A

Bg.

day night

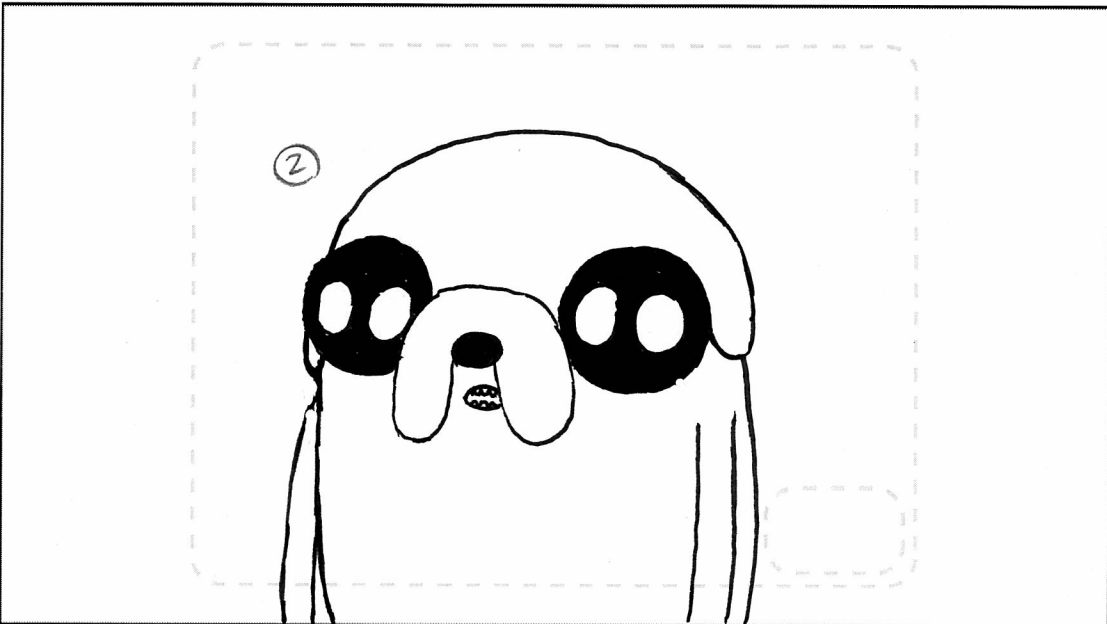


Sc. 105

Pnl. A

Bg.

day night



Dialog:	
SFX: * CLICKING *	
Action:	Clicking of the needles is hypnotic.
Timing:	① - JAKE IS ENTRANCED.
	

EPISODE # 968001

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ADVENTURE TIME



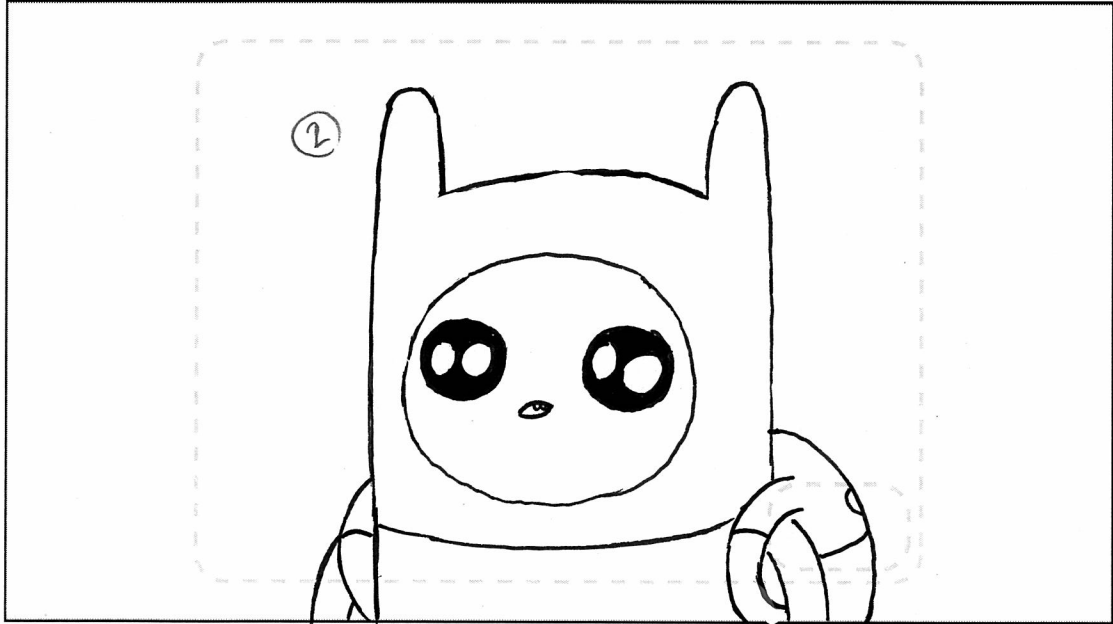
Page 140

Sc. 106

Pnl. A

Bg.

day night

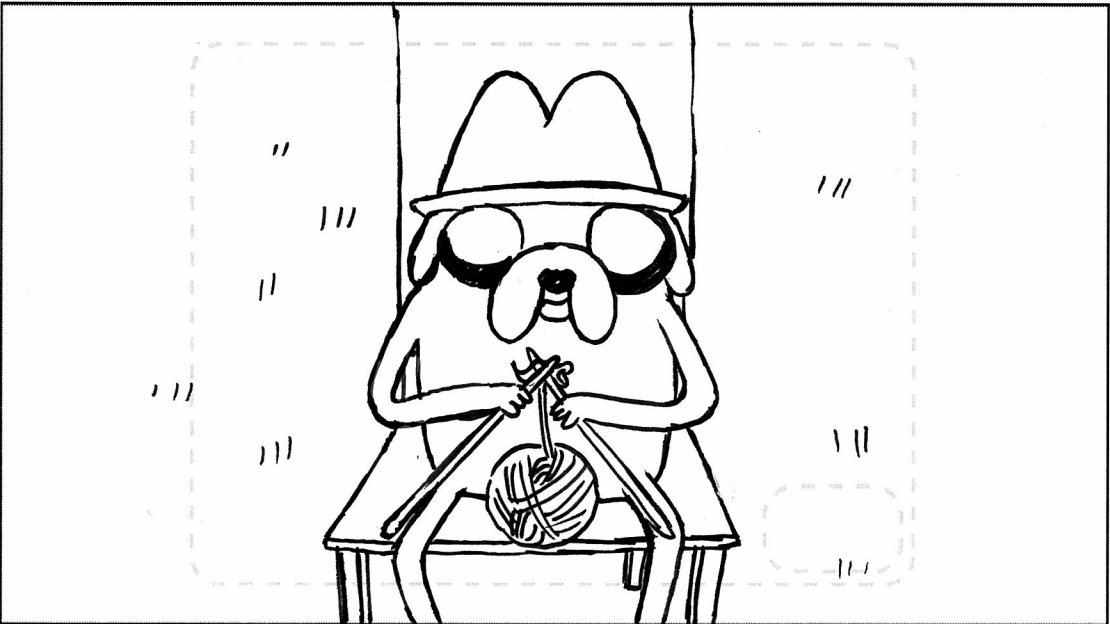


Sc. 107

Pnl. A

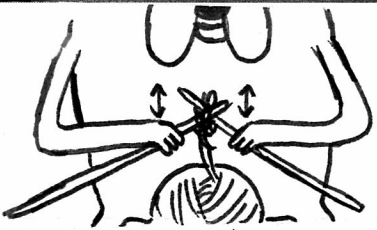
Bg.

day night



Dialog:

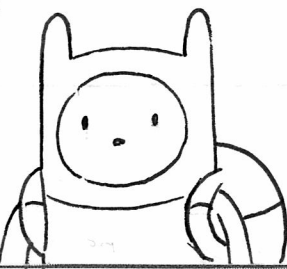
SFX: * NEEDLES CLICKING *



Action:

- FINN IS ENTRANCED,

①



- Finn and Jake stare at the knitting needles as Joshua quickly creates a green scarf.

Timing:

EPISODE # 968001

Production :

ADVENTURE TIME

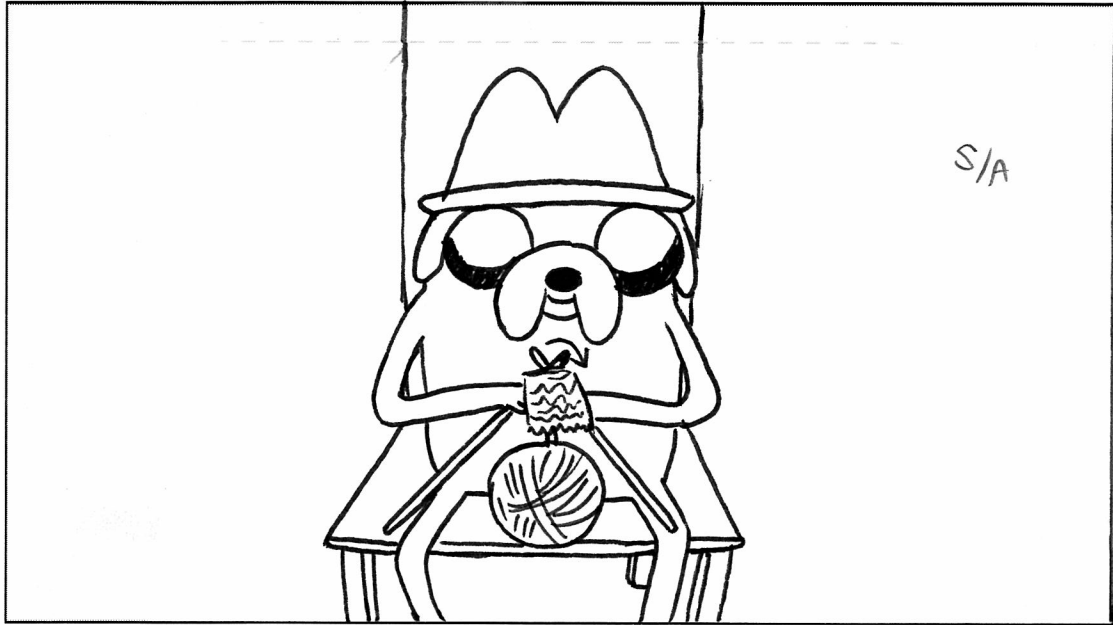


Sc. 107

Pnl. B

Bg.

day night

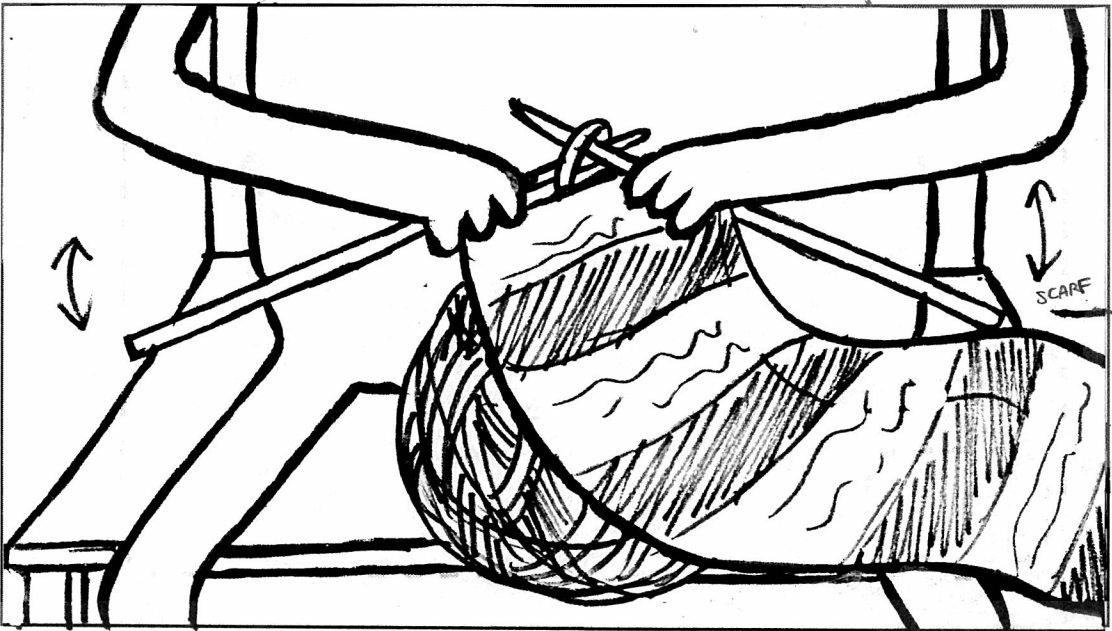


Sc. 108

Pnl. A

Bg.

day night



Dialog:

SFX: * CLICKING *



SFX: * CLICKING *

Action:

- Scarf goes off screen as it's knitted.

Timing:

100000

EPISODE #

Production :

ADVENTURE TIME

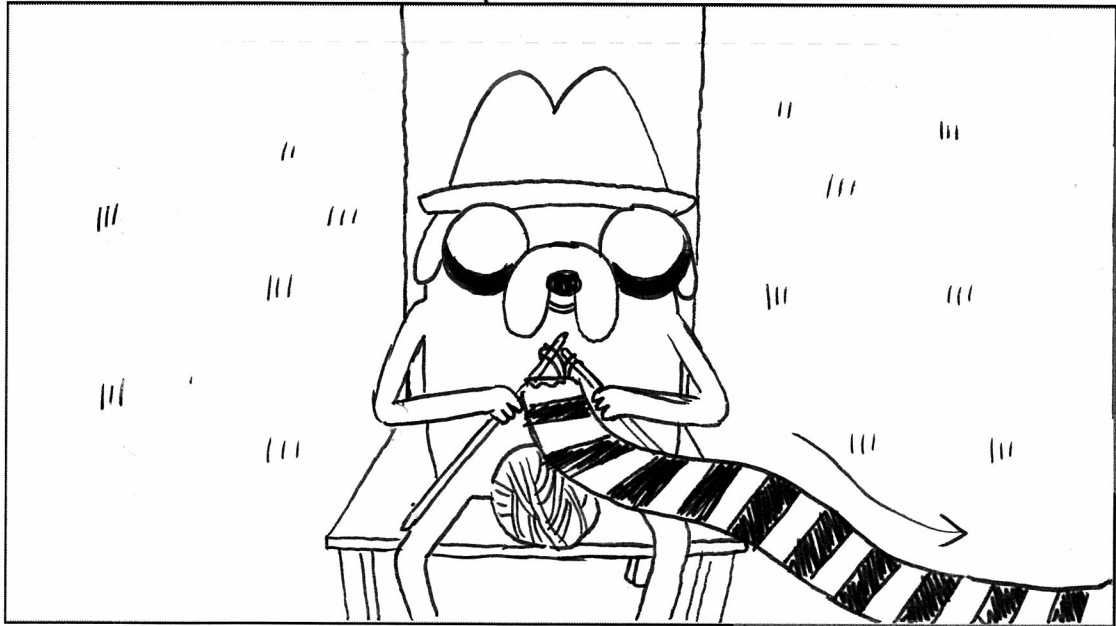


Sc. 109

Pnl. A

Bg.

day night

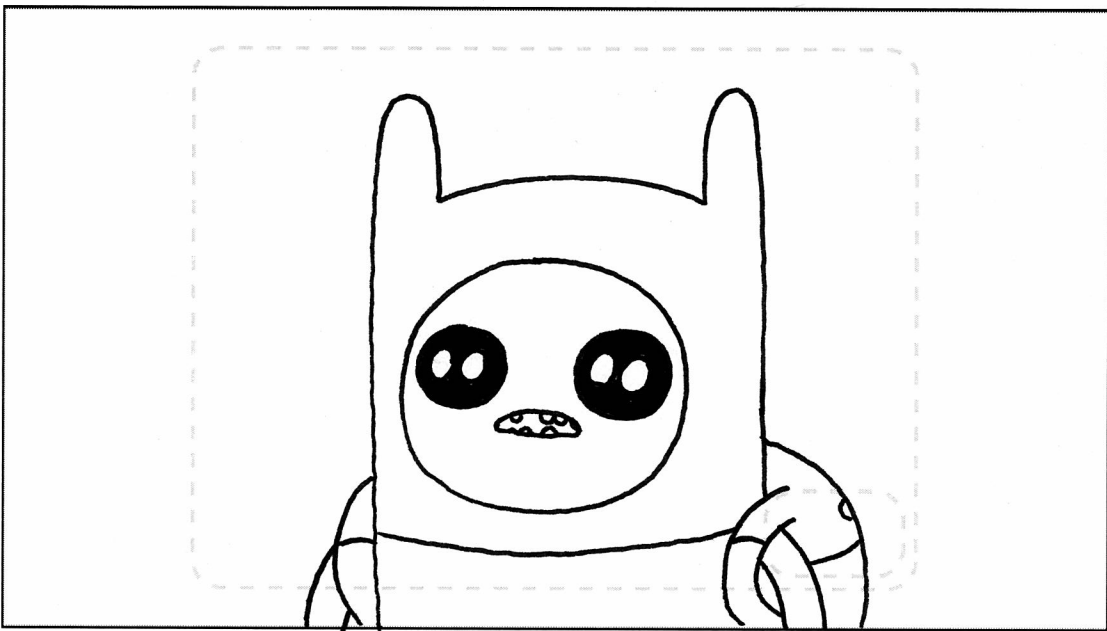


Sc. 110

Pnl. A

Bg.

day night



Dialog:



E: That scarf looks...
familiar...

Action:

- scarf now has stripes like
the worms.

Timing:

100896
EPISODE #

Production :

ADVENTURE TIME

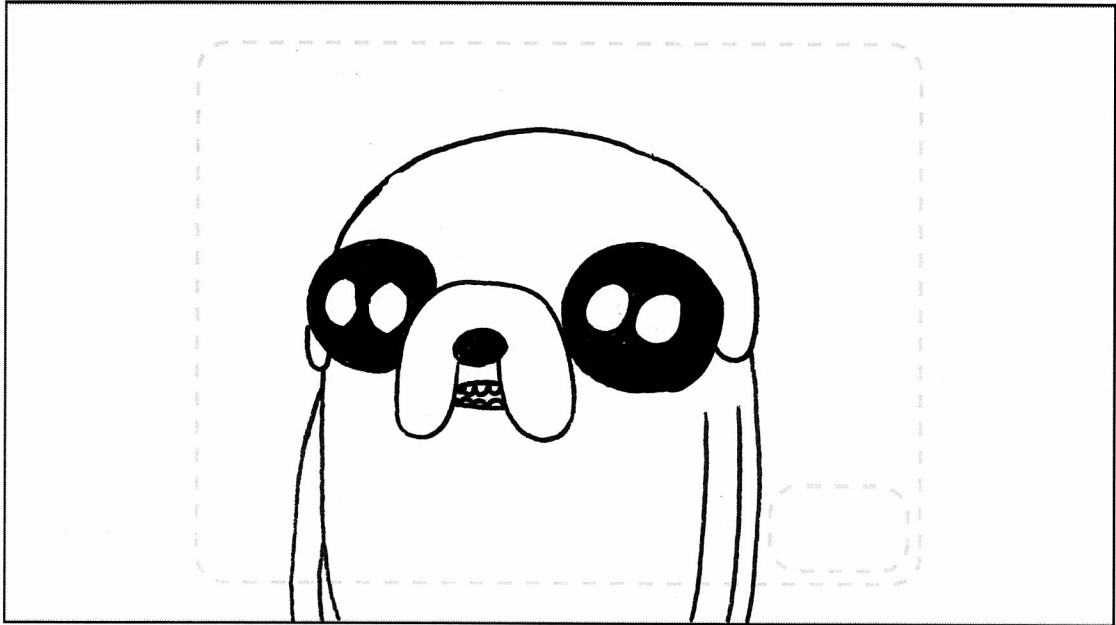


Sc. 111

Pnl. A

Bg.

day night

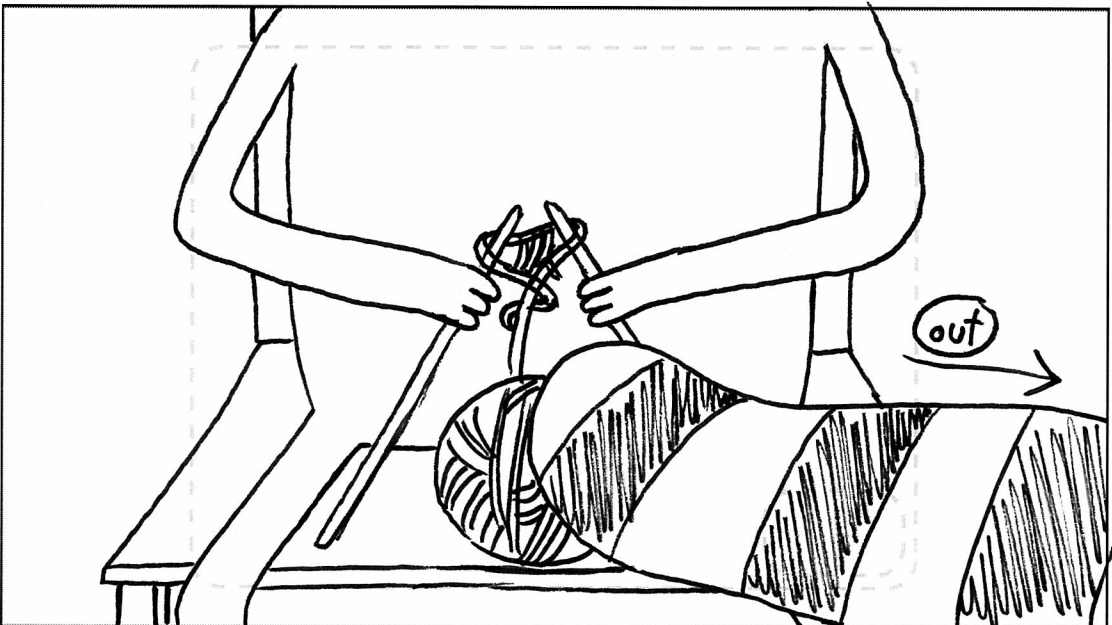


Sc. 112

Pnl. A

Bg.

day night



Dialog:

J: Yee ah...

Action:

- JOSHUA knits end of tail.
- TAIL SQUIRMS OFF/S

Timing:

100896

EPISODE #

Production :

ADVENTURE TIME

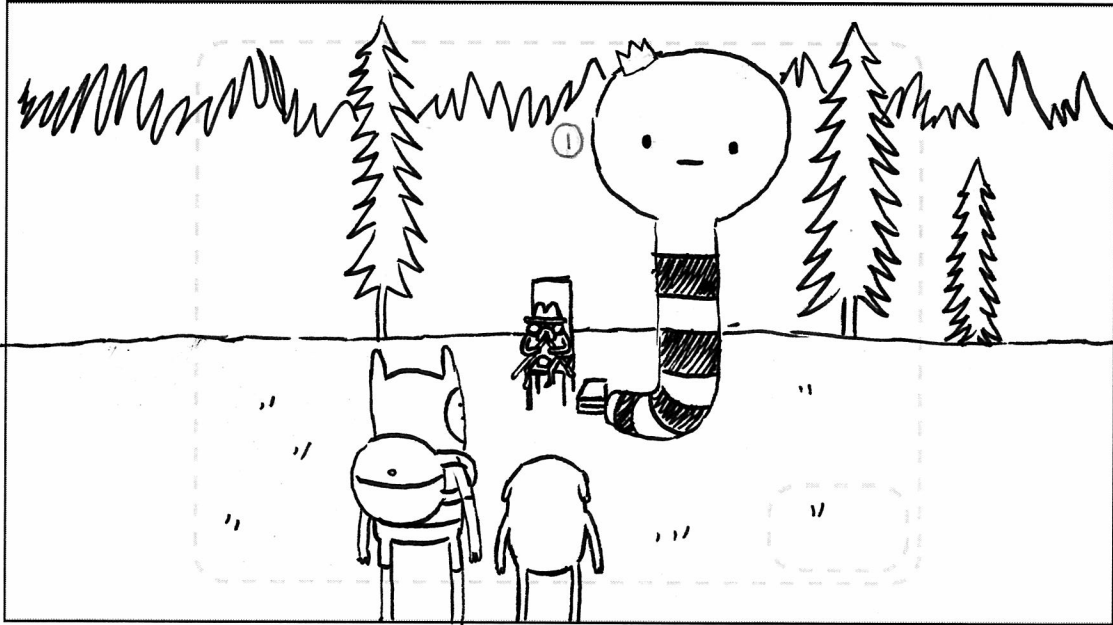


Sc. 113

Pnl. A

Bg.

day night

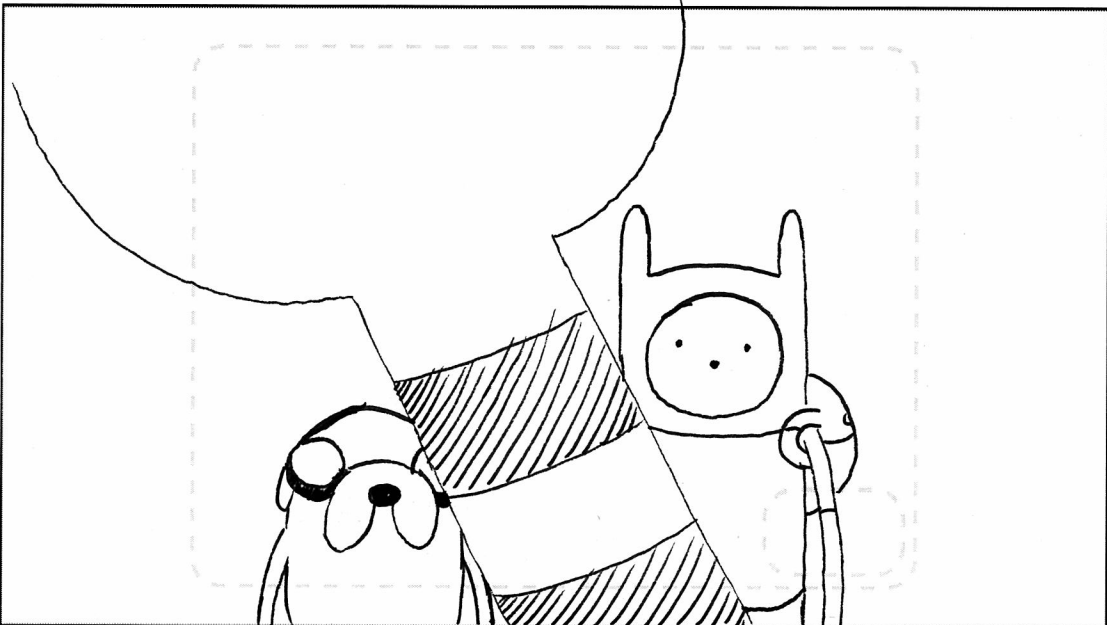


Sc. 114

Pnl. A

Bg.

day night



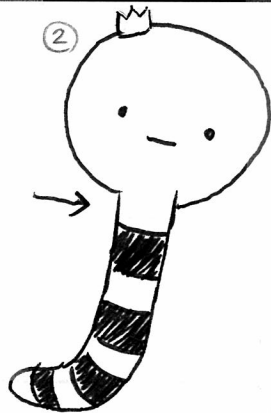
Dialog:

Action:

- SCARF IS TRANSFORMED INTO WORM KING

- WORM KING STARTS TO TILT.

Timing:



100896

EPISODE #

Production :

ADVENTURE TIME

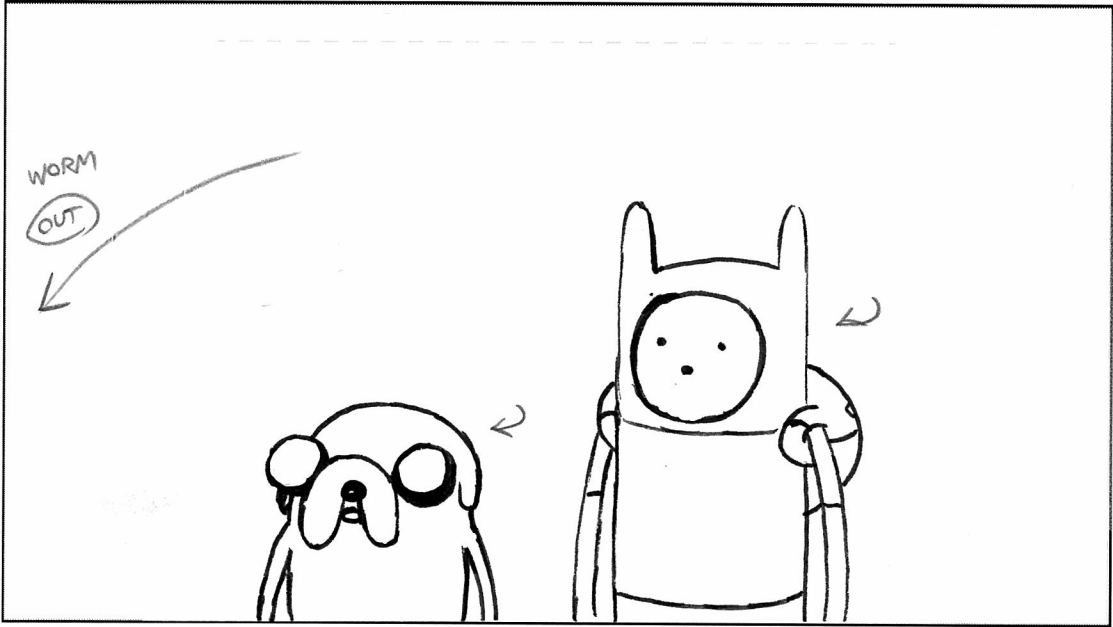


Sc. 114

Pnl. B

Bg.

day night

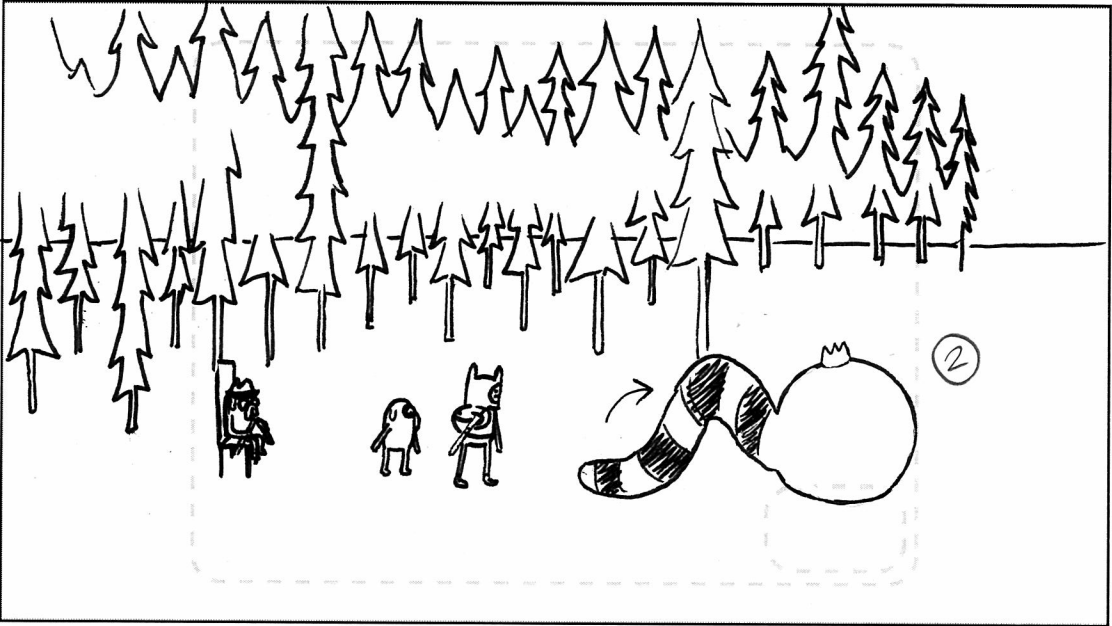


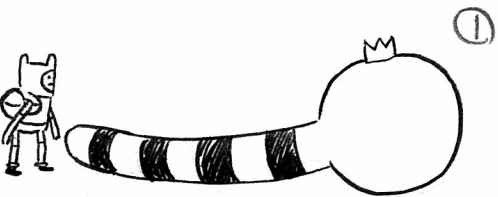
Sc. 115

Pnl. A

Bg.

day night



Dialog:	
SFX: *THOOM!*	
Action:	<ul style="list-style-type: none">- WORM FALLS OFF/S- FINN + JAKE TURN TO WATCH.
Timing:	

100896

EPISODE #

Production :

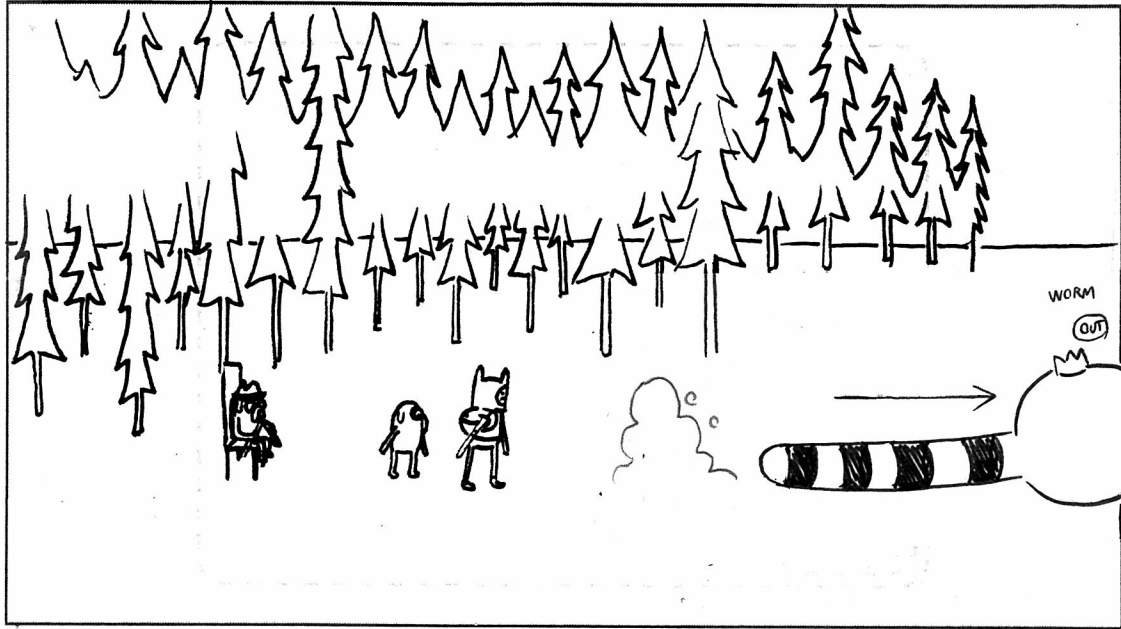
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ADVENTURE TIME

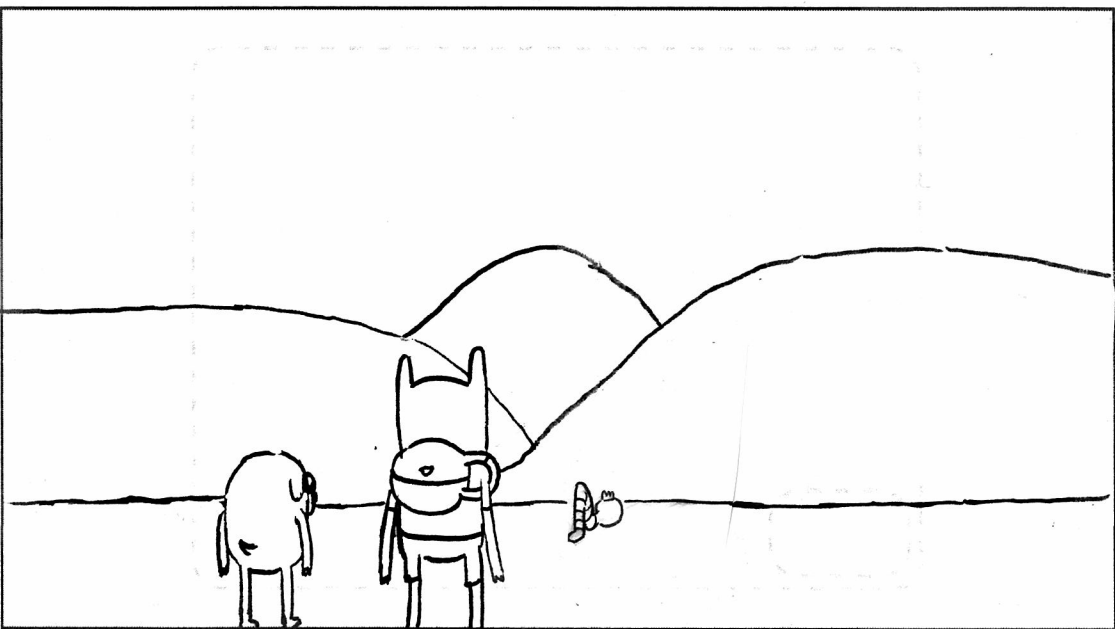


Page 146

Sc. 115 Pnl. B Bg. day night



Sc. 116 Pnl. A Bg. day night



Dialog:	
SFX: * WHOOSH! *	
Action:	- WORM CRAWLS OFF/S VERY FAST - DUST CLOUD RISES IN W.K.'S WAKE.
Timing:	- WORM IS IN THE DISTANCE.

EPISODE # 1008 96

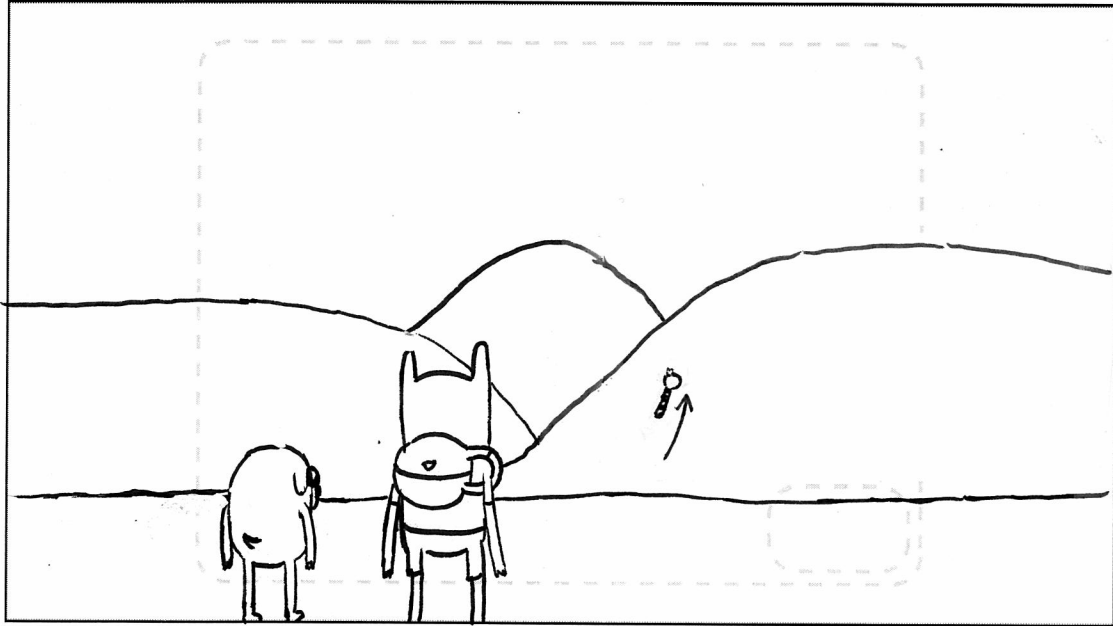
Production :

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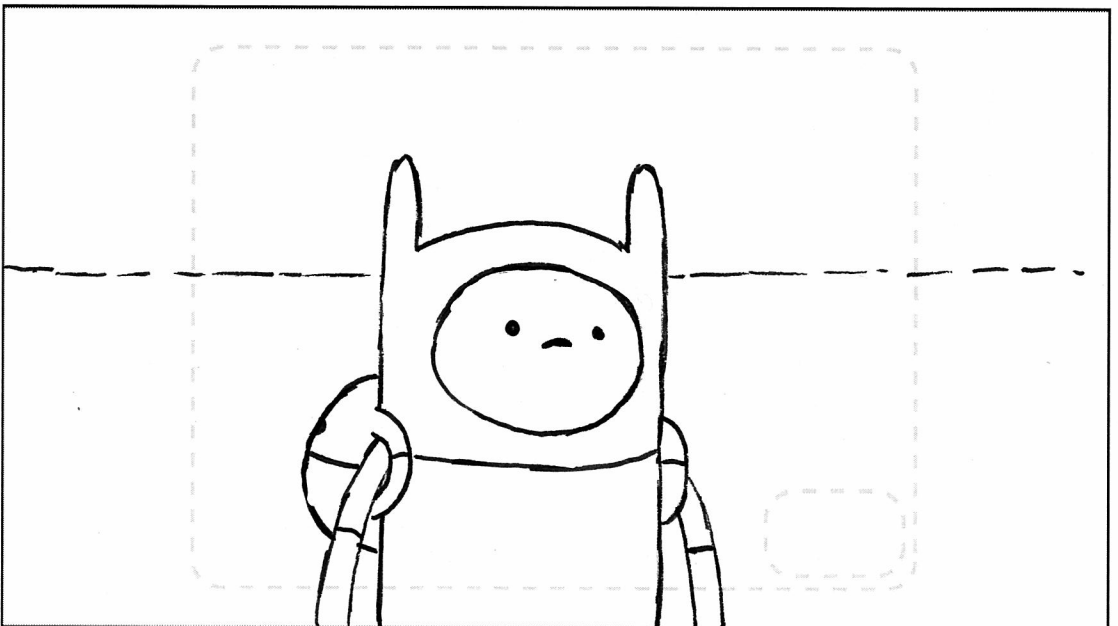
ADVENTURE TIME



Sc. 116 Pnl. B Bg. day night



Sc. 117 Pnl. A Bg. day night



Dialog:
Action: - Worm crawls up the hills super speed.
Timing:

100896
EPISODE #
Production :

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ADVENTURE TIME

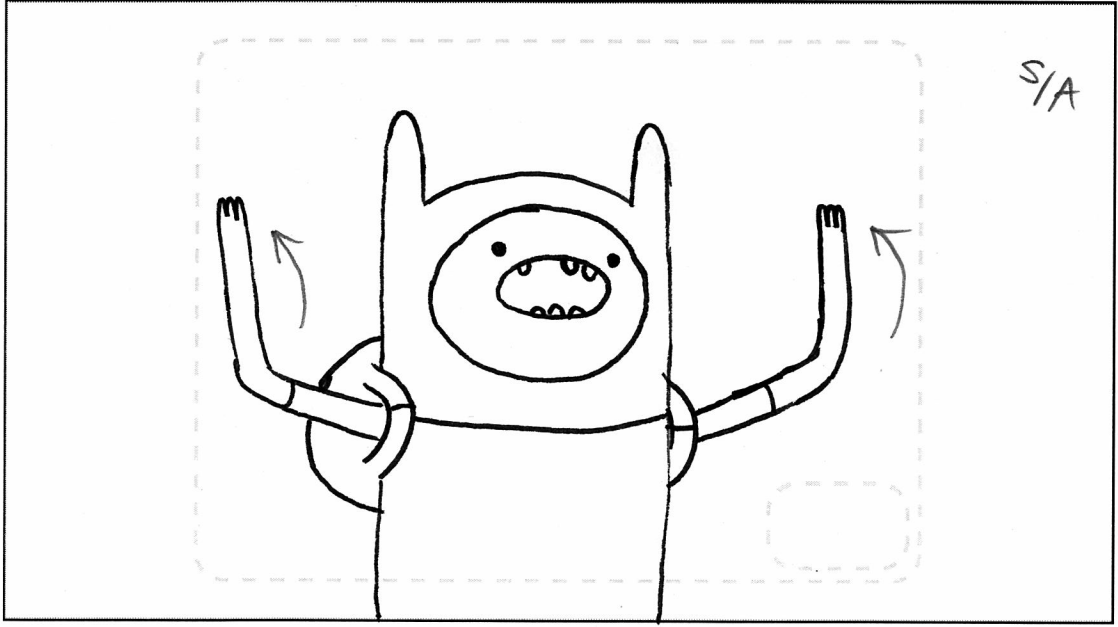


Sc. 117

Pnl. B

Bg.

day night

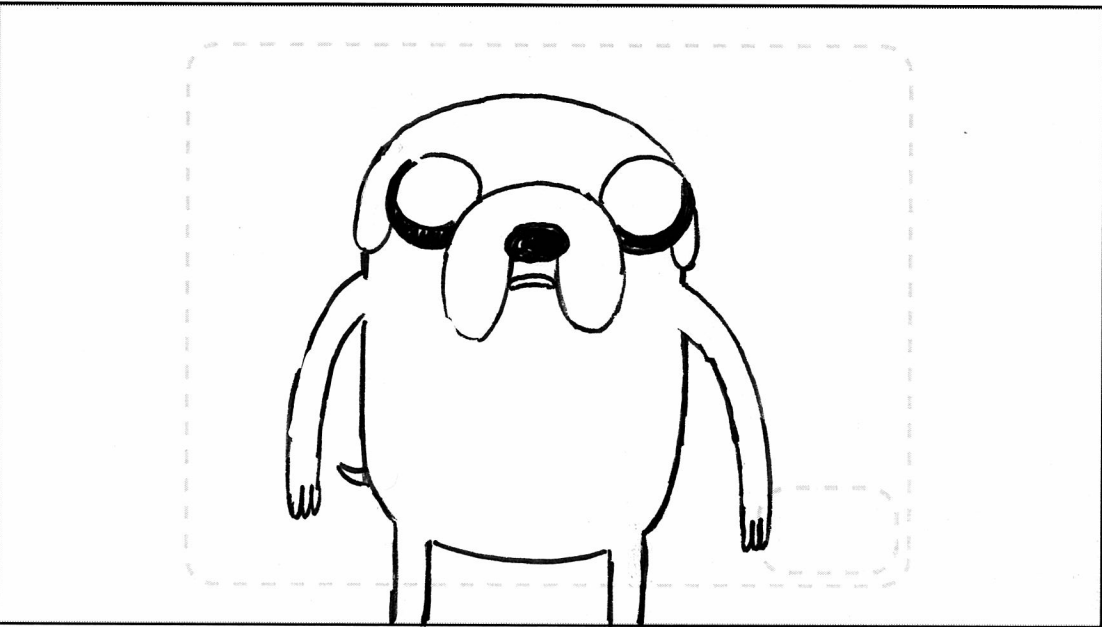


Sc. 118

Pnl. A

Bg.

day night



Dialog:	<u>F</u> : Man that worm is totes quick.
Action:	
Timing:	

EPISODE # 968001

Production :

ADVENTURE TIME

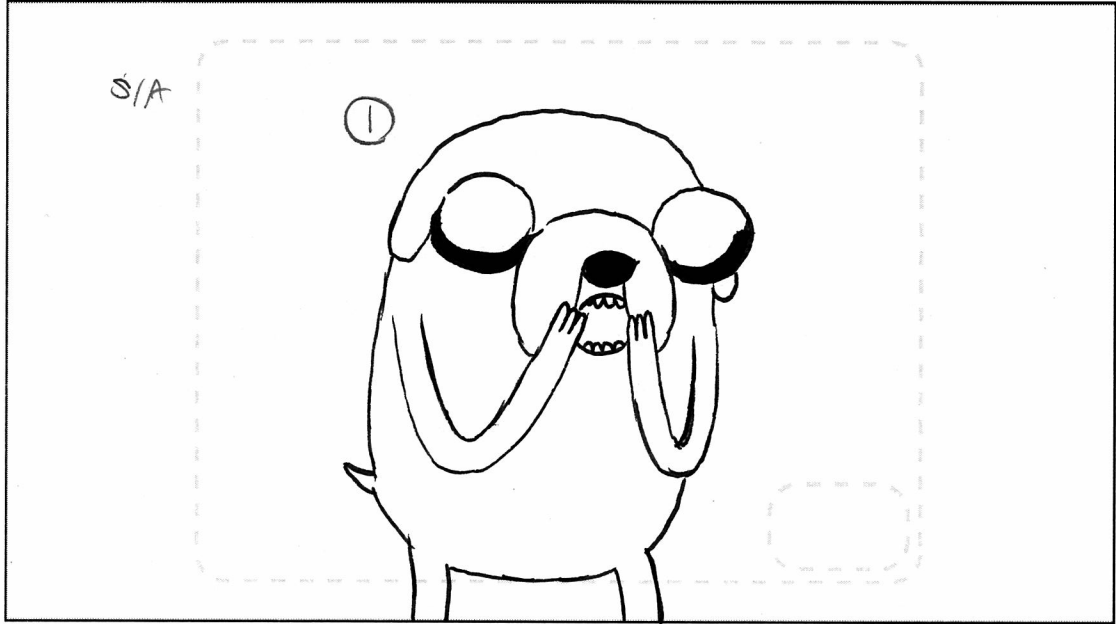


Sc. 118

Pnl. B

Bg.

day night

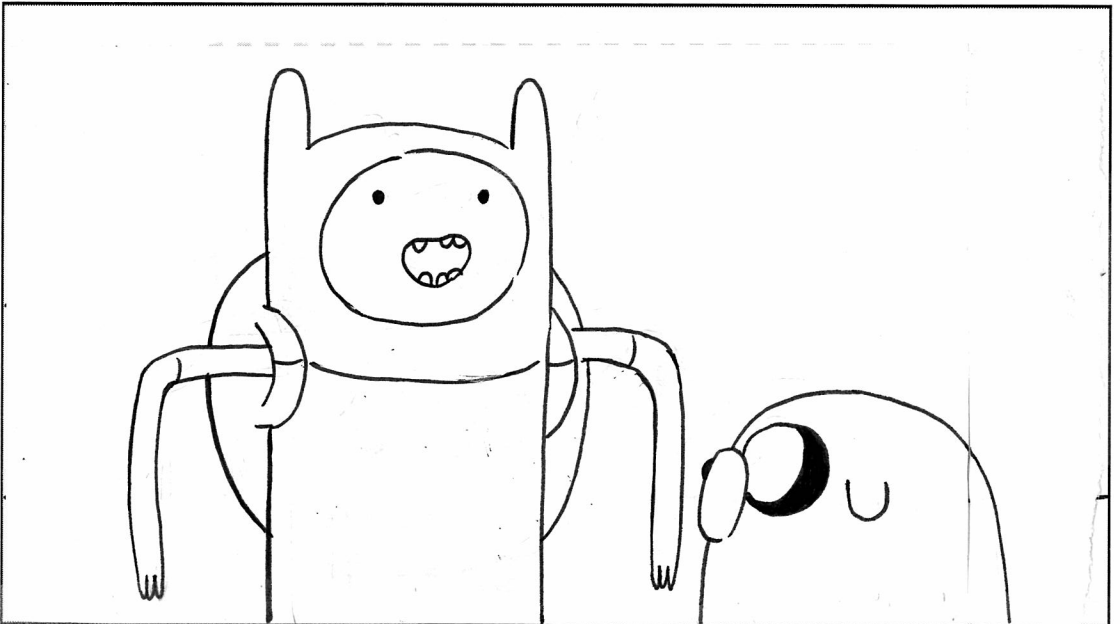


Sc. 119

Pnl. A

Bg.

day night



Dialog:	J: ① Yeah ... it's nuts. ② (beat) ③ Fast as nuts.	F: Well, LET'S CATCH IT WITH ...
Action:	② Finn and Jake are shown from the chest up, looking at each other. Finn is on the left, looking towards Jake. Jake is on the right, looking towards Finn. A small circled number '2' is next to Finn, and a small circled number '3' is next to Jake.	
Timing:		

100896

EPISODE #

Production :

ADVENTURE TIME



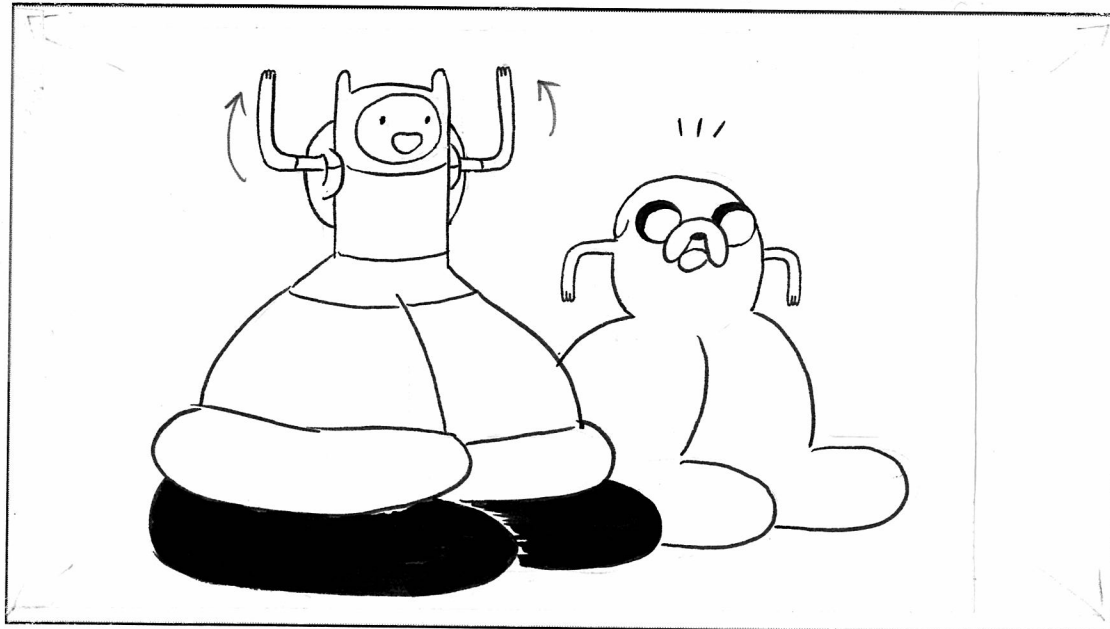
Page 150

Sc. 119A

Pnl. A

Bg.

day night

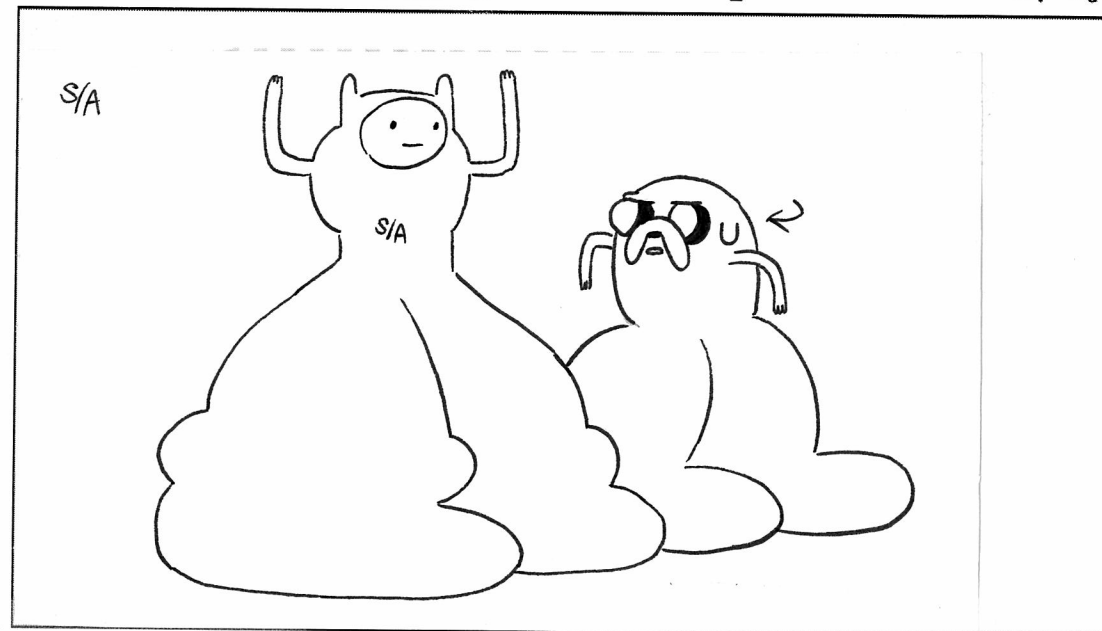


Sc. 119A

Pnl. B

Bg.

day night



Dialog:

F: SOME BIG OL' LEGS!

J:

WELL, THAT'S KINDA BORING FOR ME...

Action:

-CUT OUT TO REVEAL F+J WITH BIG LEGS

Timing:

EPISODE # 1008-96

Production :

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ADVENTURE TIME



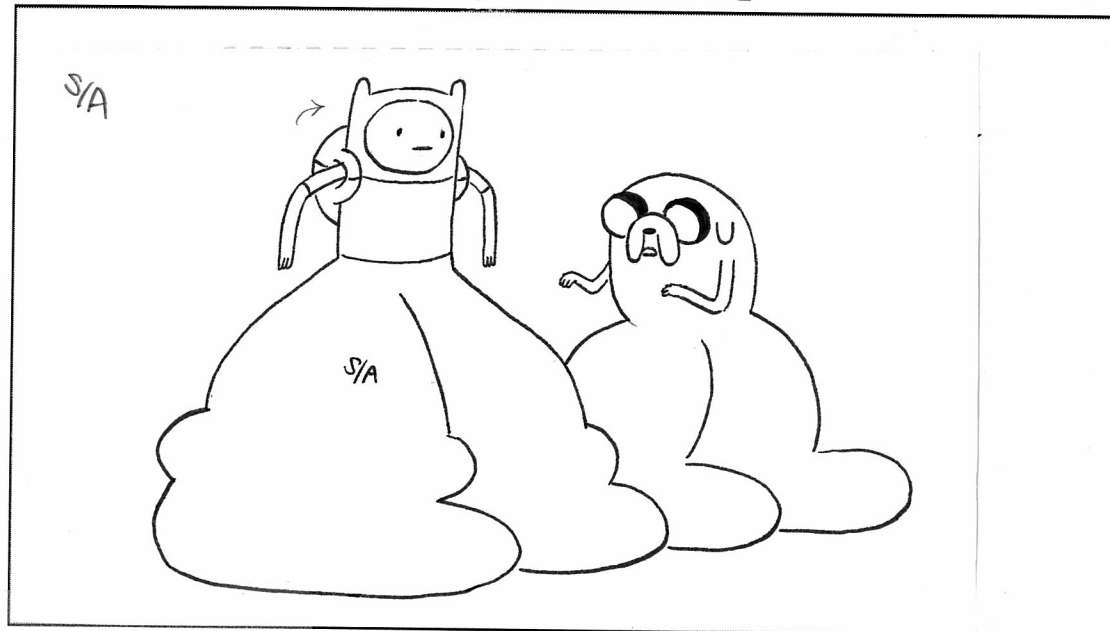
Page 151

Sc. 119 A

Pnl. C

Bg.

day night

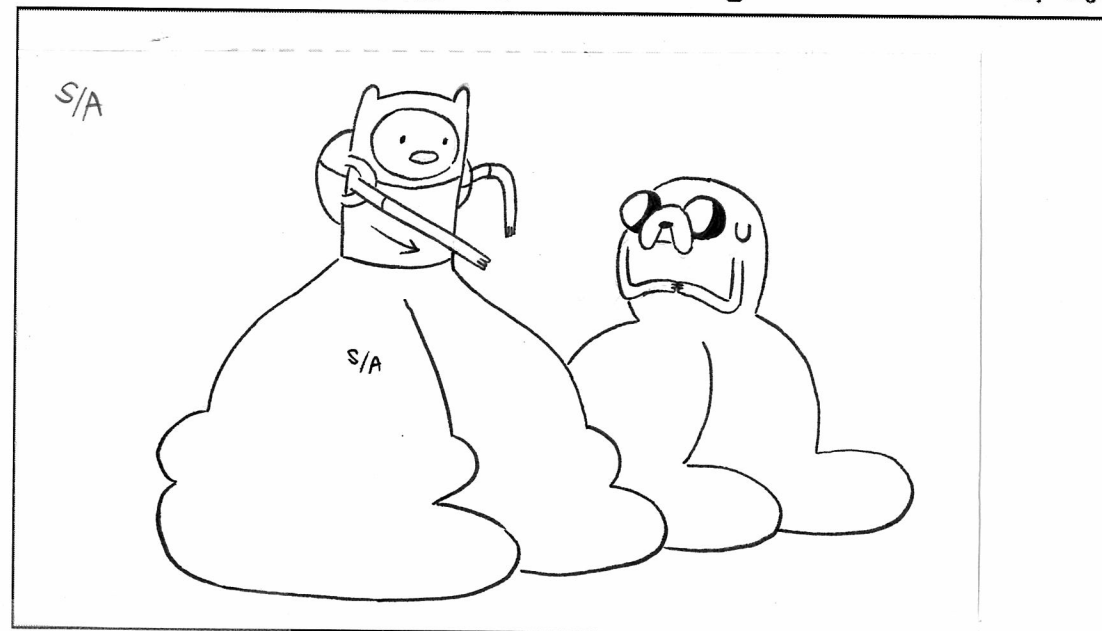


Sc. 119 A

Pnl. D

Bg.

day night



Dialog:

J: CAUSE THAT'S MY NORMAL... POWER...
YOU KNOW.

F: THEN YOU GET ...

Action:

Timing:

EPISODE # 1008-96

Production :

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ADVENTURE TIME



Sc. 129 Pnl. A Bg. day night

JAKE

Sc. 120 Pnl. B Bg. day night

S/A

①

Dialog:

F: BIRDS!

Action:

BIRD: *CHIRPING*

②

- JAKE'S LEGS TRANSFORM INTO A BIRD.

Timing:

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ADVENTURE TIME

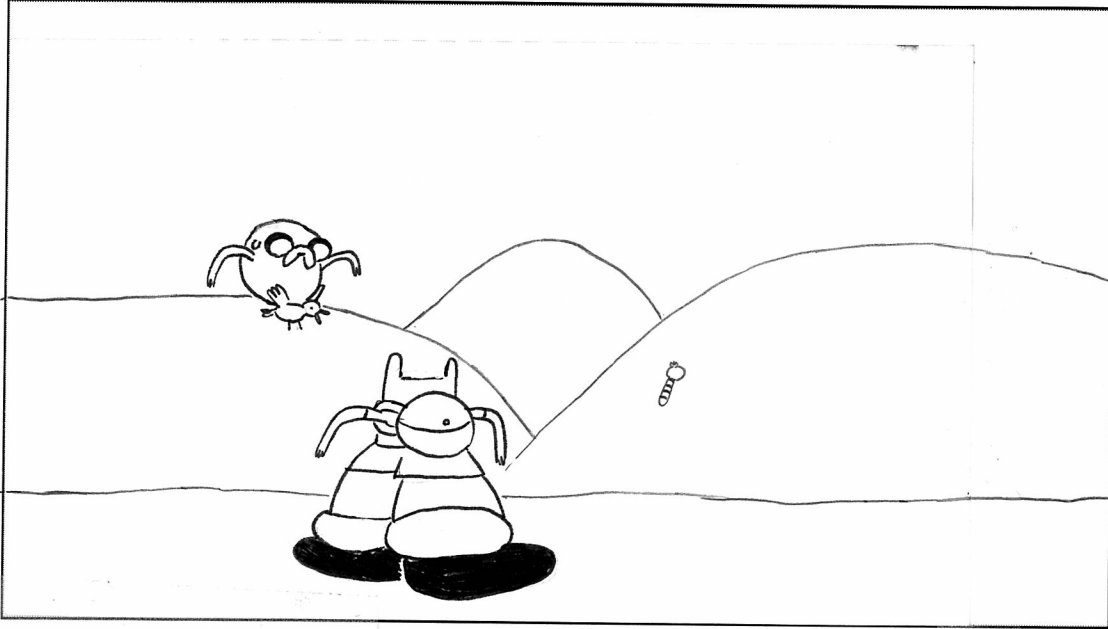


Sc. 121

Pnl. A

Bg.

day night

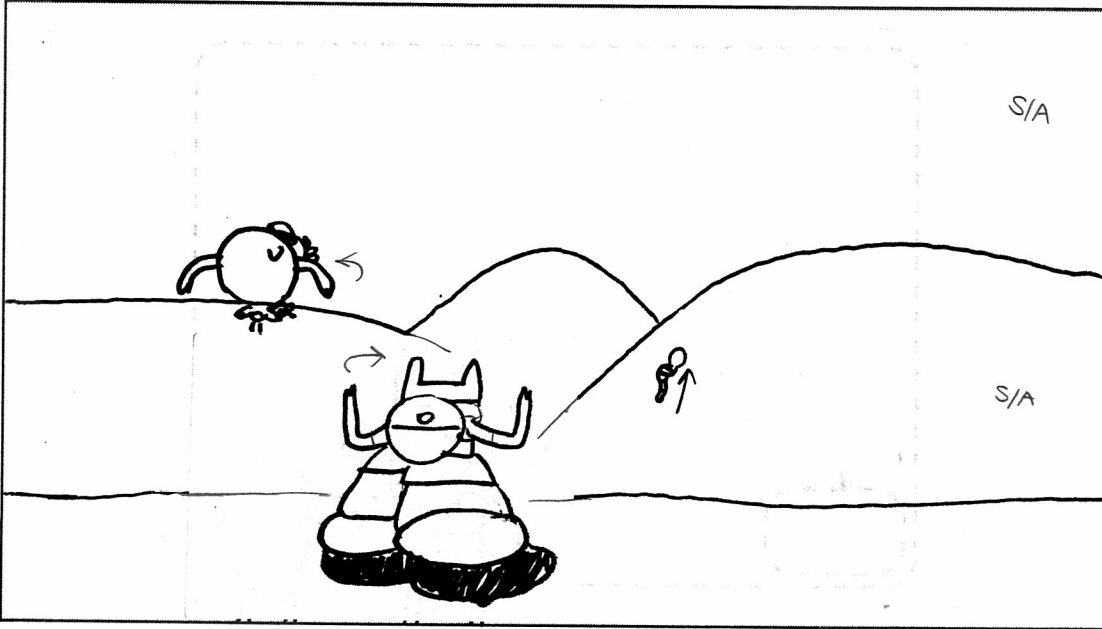



Sc. 121

Pnl. B

Bg.

day night



Dialog:	
Action:	
Timing:	bird wings flap

EPISODE # 100896

Production :

ADVENTURE TIME



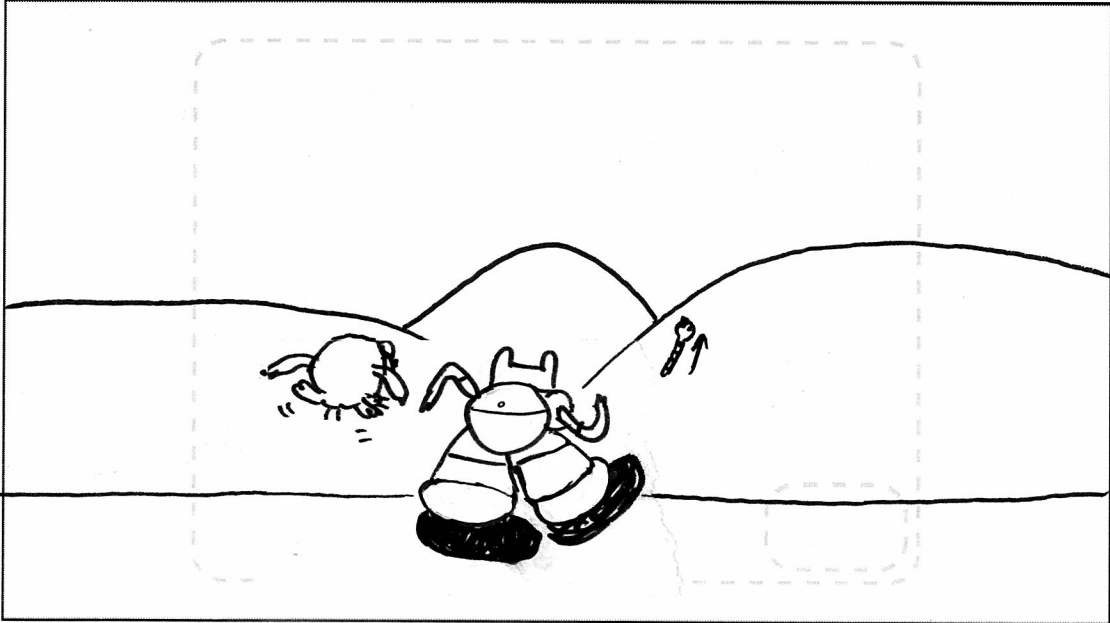
Page 154

Sc. 121

Pnl. C

Bg.

day night

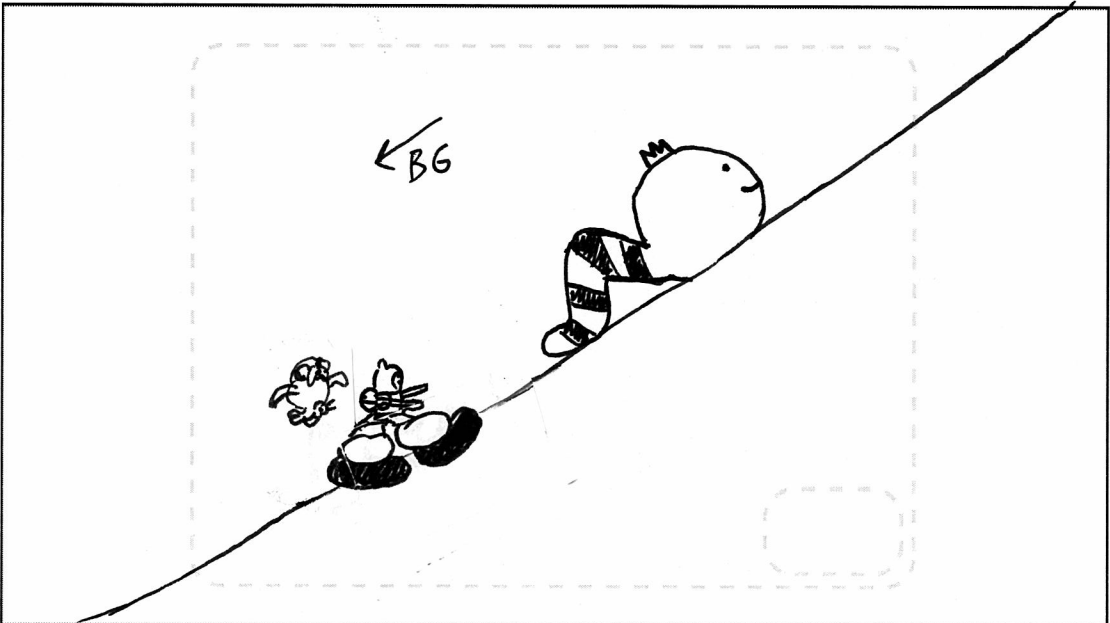


Sc. 122

Pnl. A

Bg.

day night



Dialog:
Action: - F+J follow the worm up the hill. They can't catch up to it.
Timing:

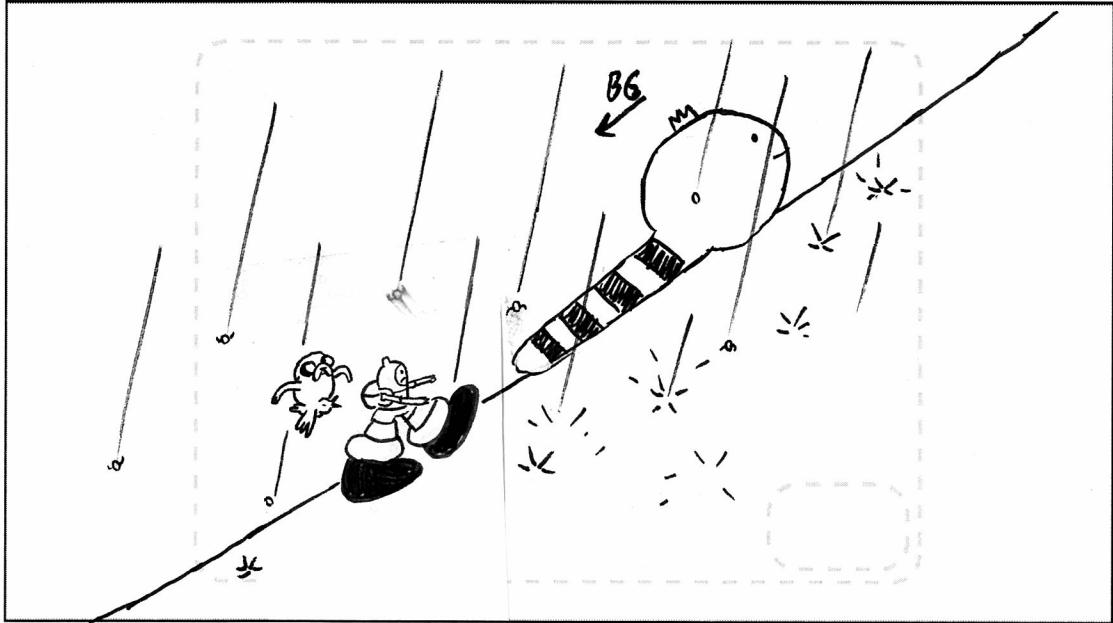
100896
EPISODE #
Production :

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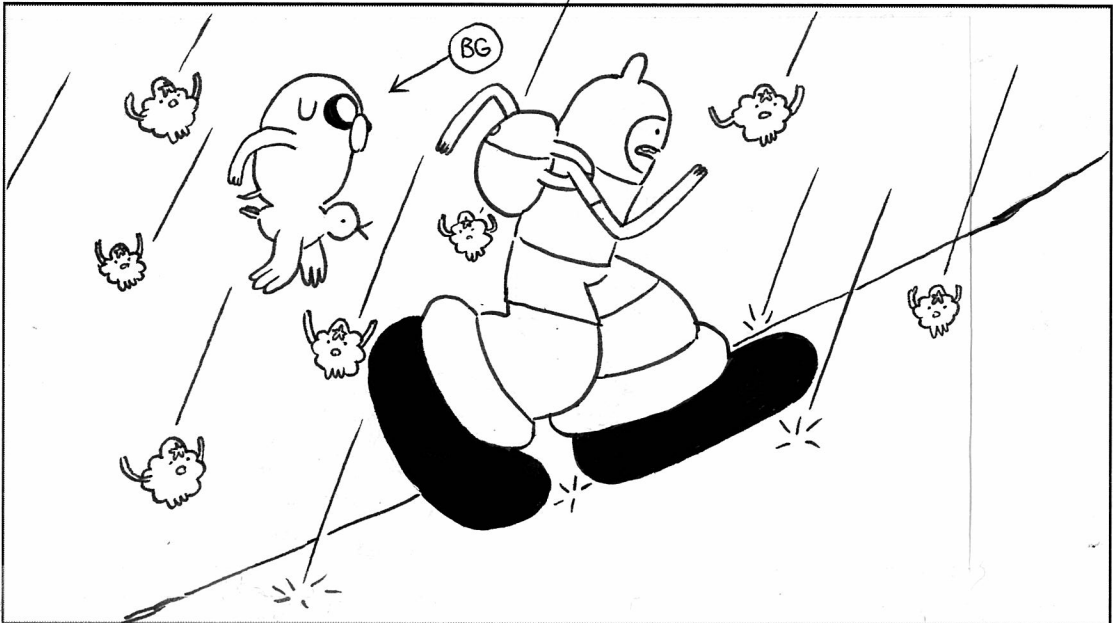
ADVENTURE TIME



Sc. 122 Pnl. B Bg. day night



Sc. 123 Pnl. A Bg. day night



Dialog:	
Action:	- It starts to rain. TINY LSPS - FINN KEEPS SLIPPING ON THE GRASS.
Timing:	

EPISODE # 968001

Production :

ADVENTURE TIME

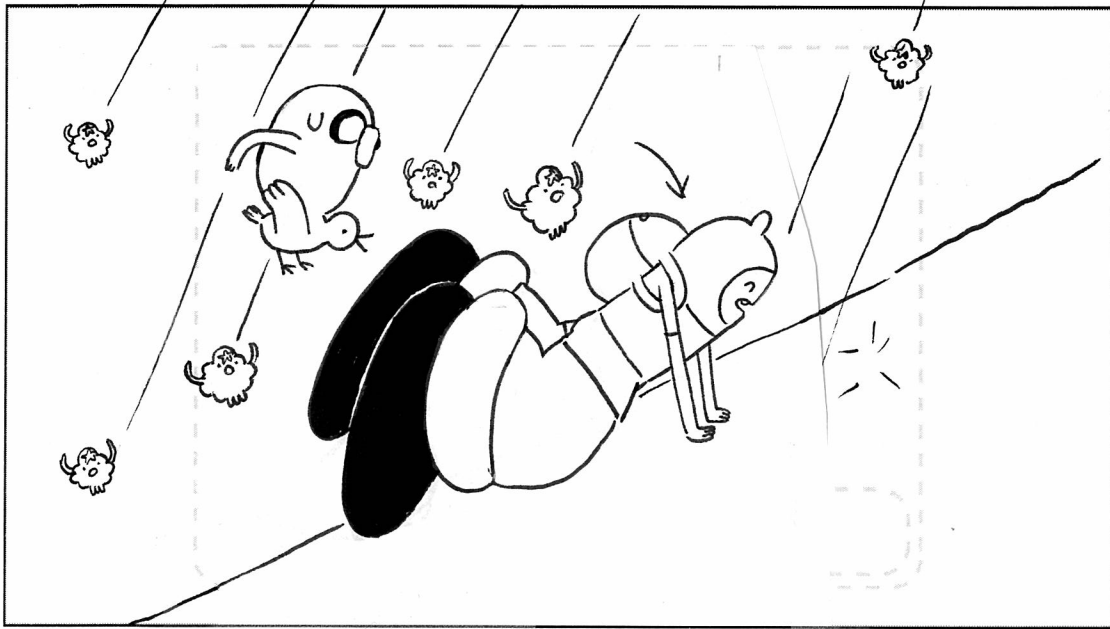


Sc. 123

Pnl. B

Bg.

day night

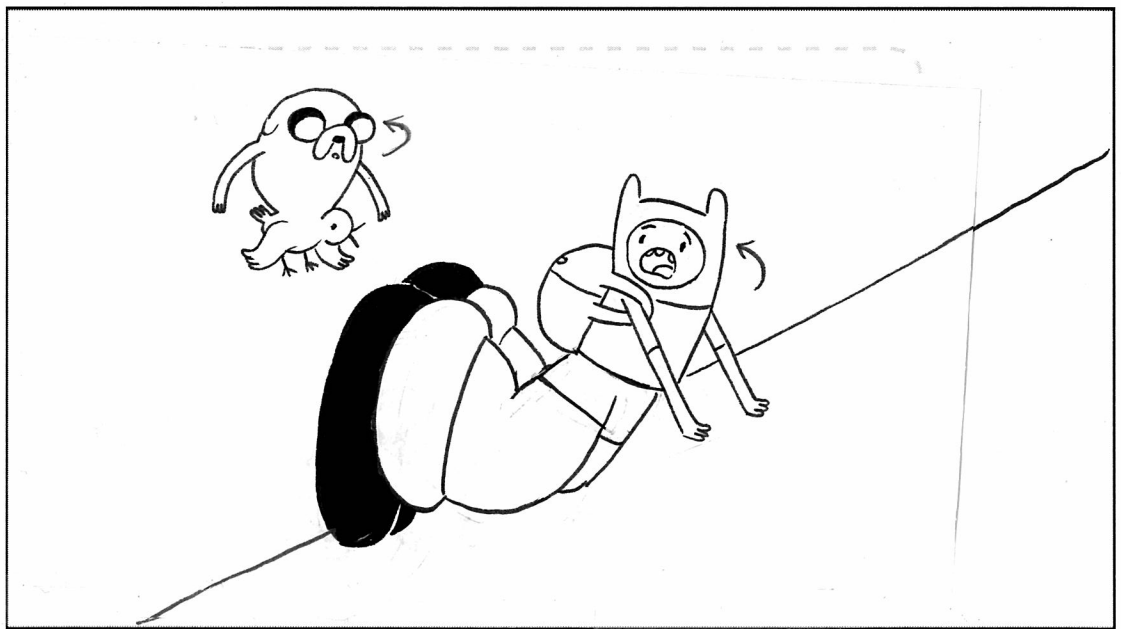


Sc. 123

Pnl. C

Bg.

day night

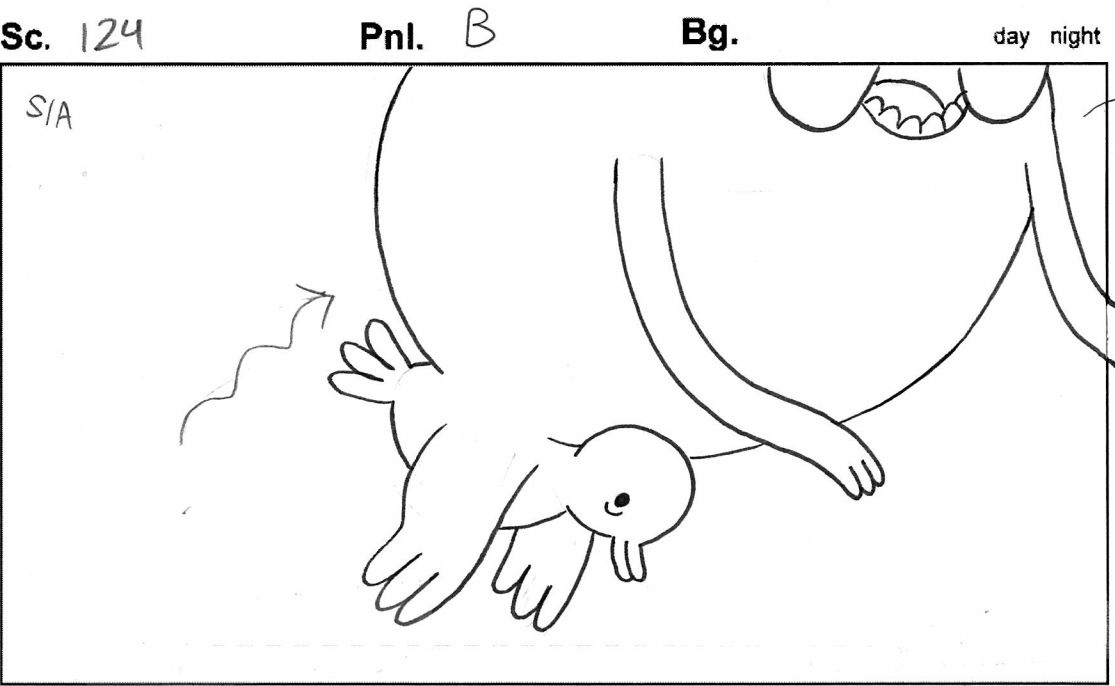
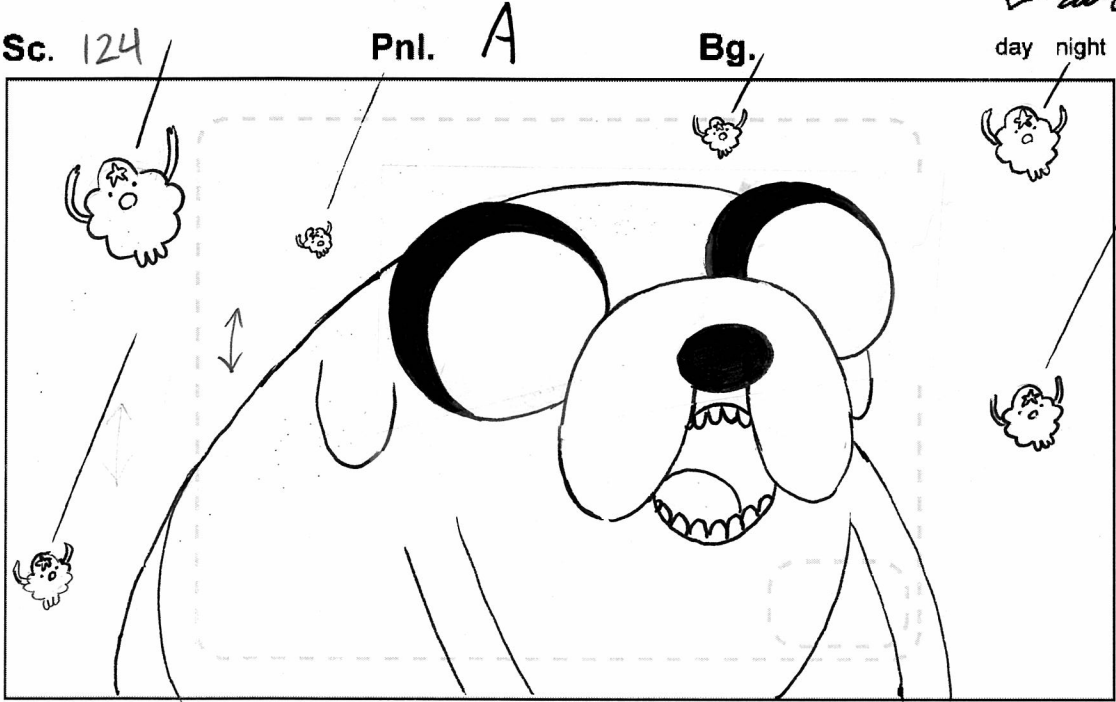


Dialog:	
F: ayiyiyiyiyi!!!	
Action:	-FINN FALLS TO THE GROUND.
	-FINN LOOKS UP TO JAKE.
Timing:	

100896
EPISODE #
Production :

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ADVENTURE TIME



Dialog:	J: Remember, this is just a dream!	J: KEEP CUMMING!
Action:	- JAKE HOVERS ABOVE FINN. - LSPS CONTINUE TO RAIN DOWN.	- JAKE FLAPS OFF/S
Timing:		

OUT

100896

EPISODE #

Production :

ADVENTURE TIME

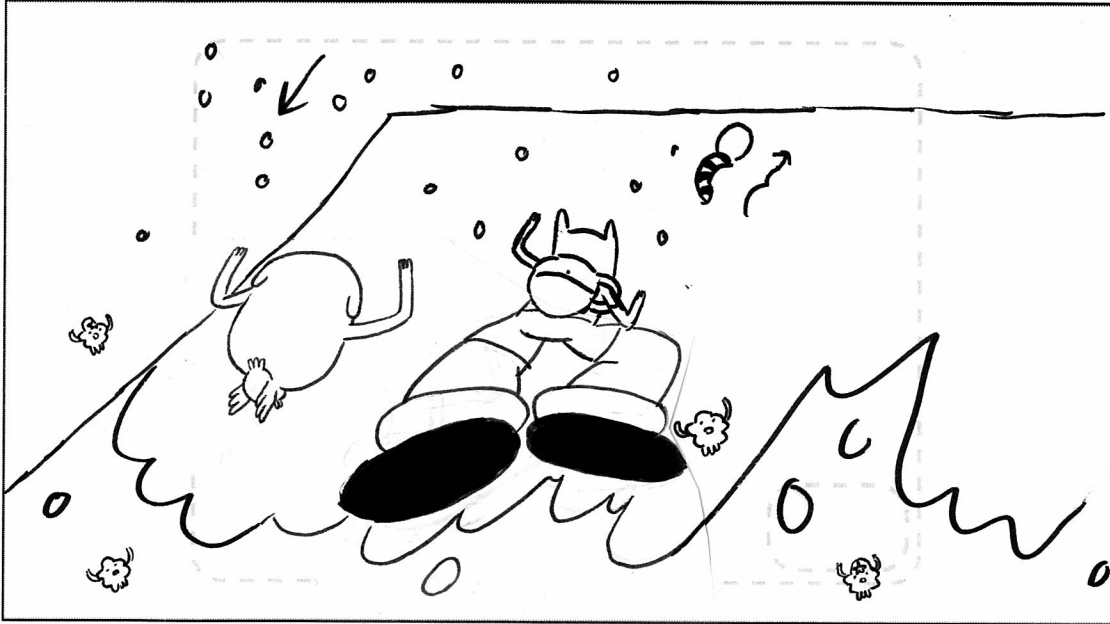


Sc. 125

Pnl. A

Bg.

day night

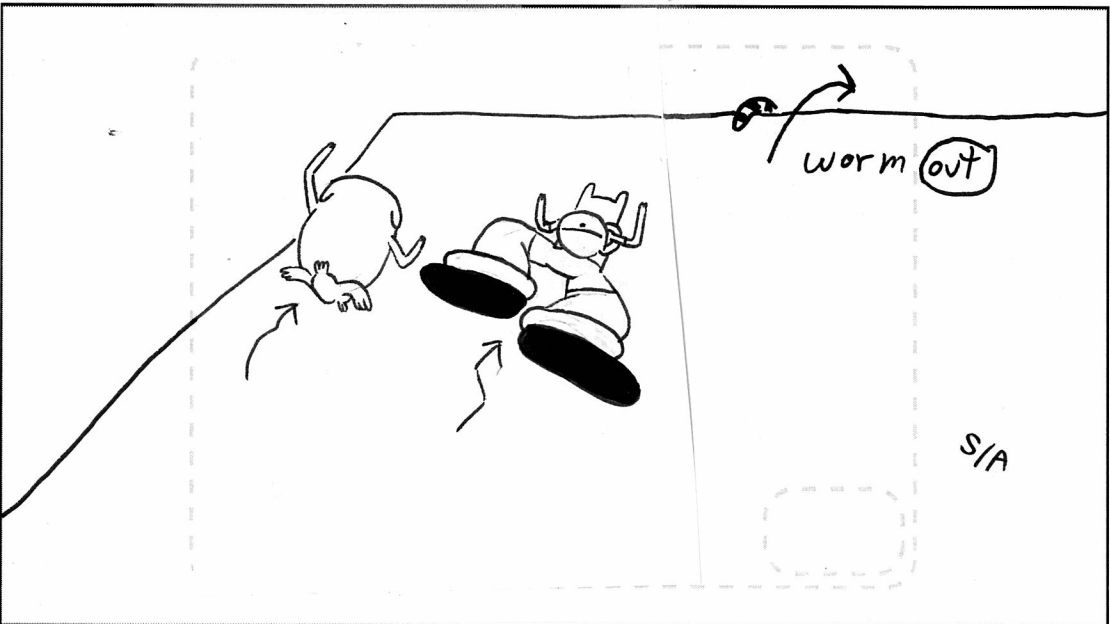


Sc. 125

Pnl. B

Bg.

day night



Dialog:

Action:

- BLUE LSPs now snowing
- LSPs drifting down like snowflakes.
- F+J CLIMB UP HILL

- WORM CRAWLS OFF/S D.C

Timing:

100896
EPISODE #
Production :

ADVENTURE TIME

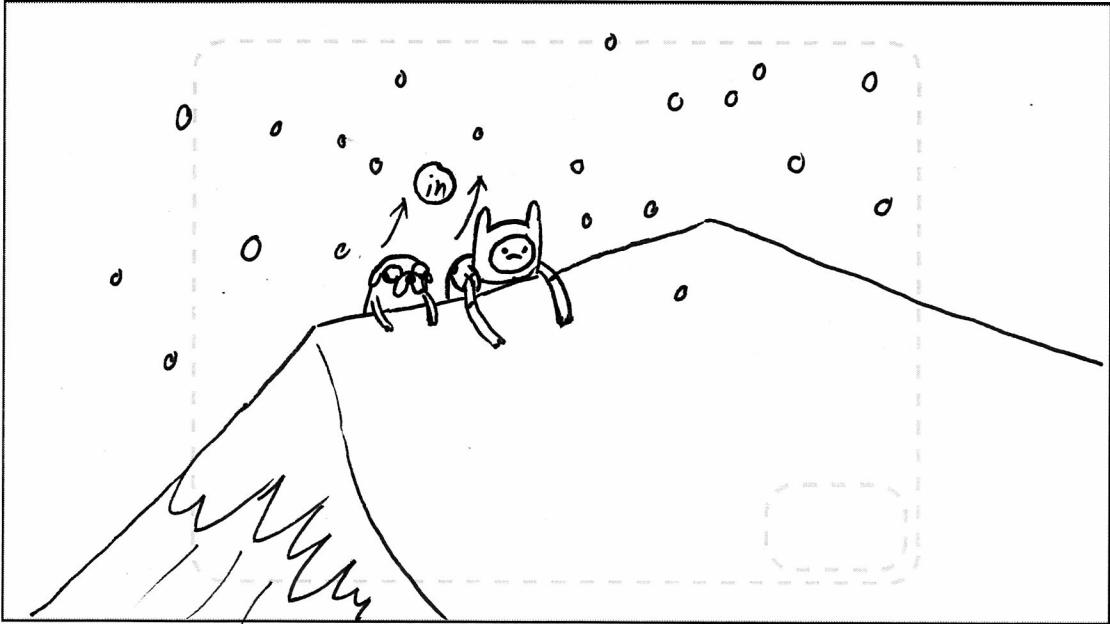


Sc. 126

Pnl. A

Bg.

day night

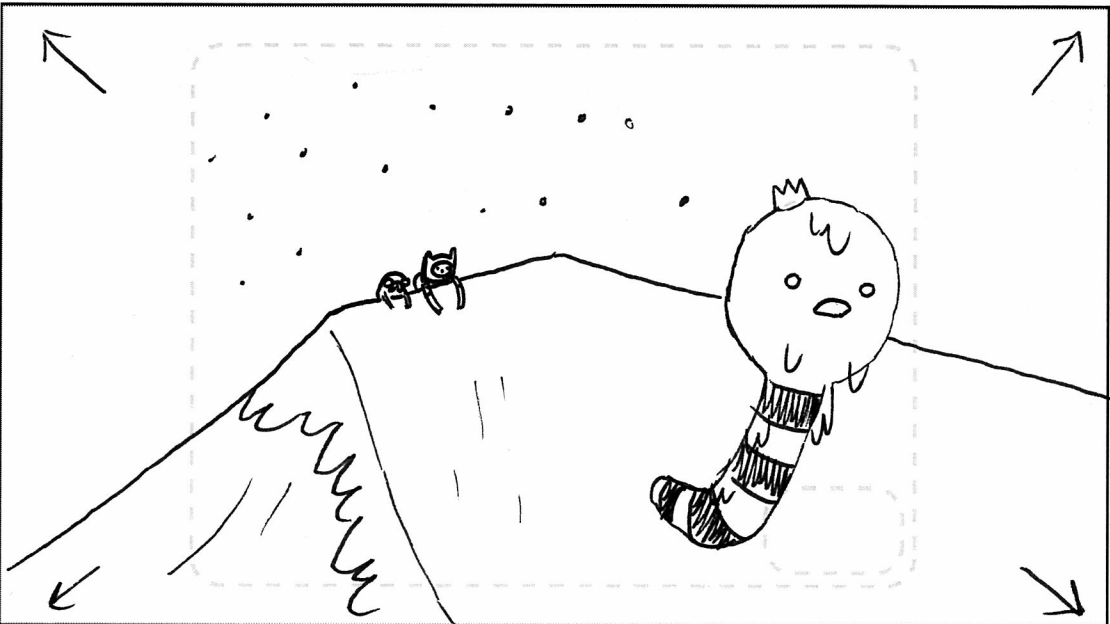


Sc. 126

Pnl. B

Bg.

day night



Dialog:
Action: - F+J come over ledge. - Truck out to reveal Frozen Worm KING (LSP snow stops falling)
Timing:

100896

EPISODE #

Production :

ADVENTURE TIME

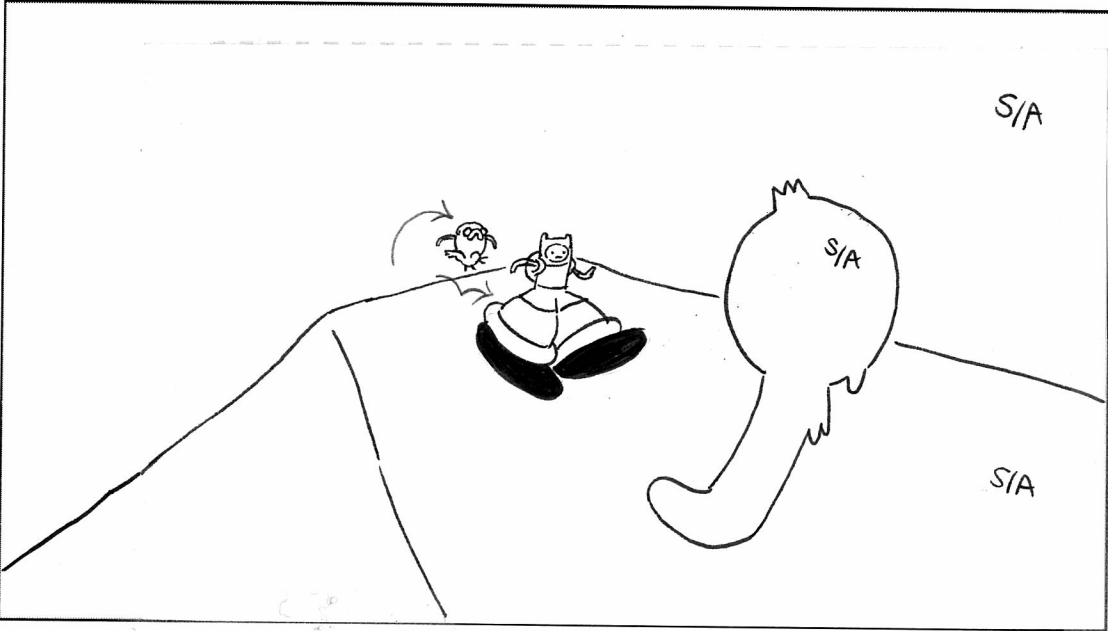


Sc. 126

Pnl. C

Bg.

day night

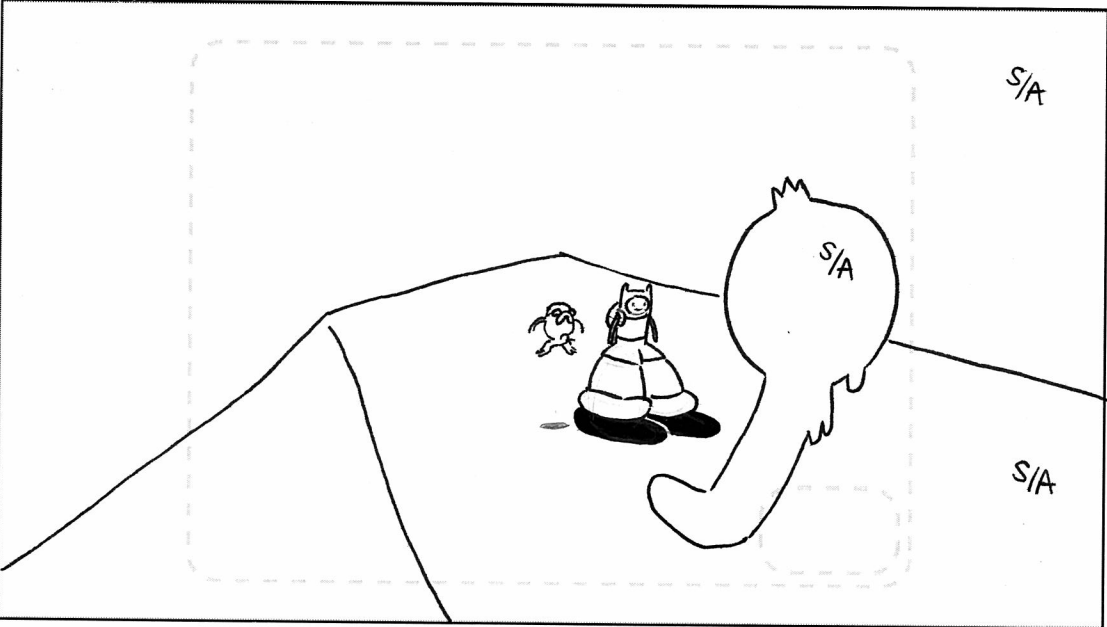


Sc. 126

Pnl. D

Bg.

day night



Dialog:

Action: -F+J APPROACH FROZEN WORM KING.

Timing:

EPISODE # 1008 96

Production :

ADVENTURE TIME

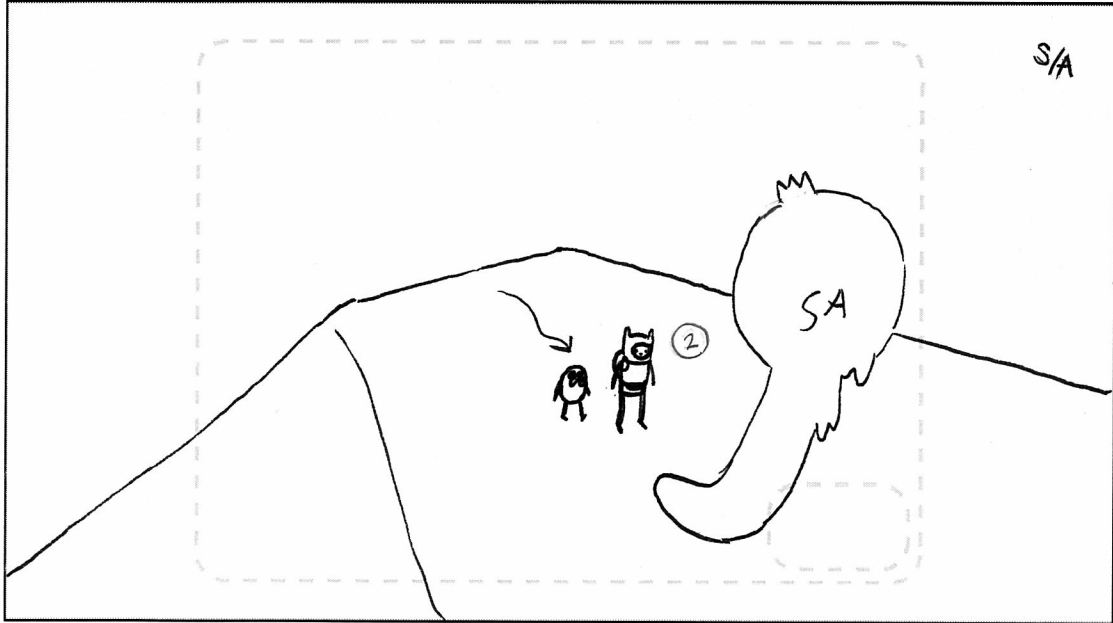


Sc. 126

Pnl. E

Bg.

day night

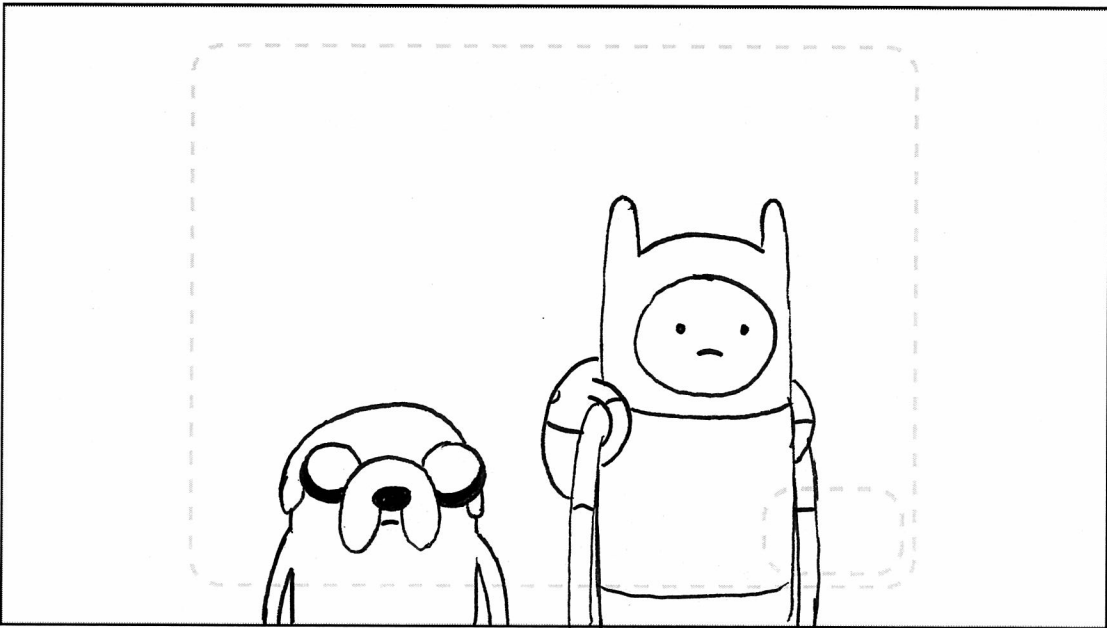


Sc. 127

Pnl. A

Bg.

day night



Dialog:

Action: - F + J RETURN TO NORMAL SHAPES.

Timing:

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ADVENTURE TIME



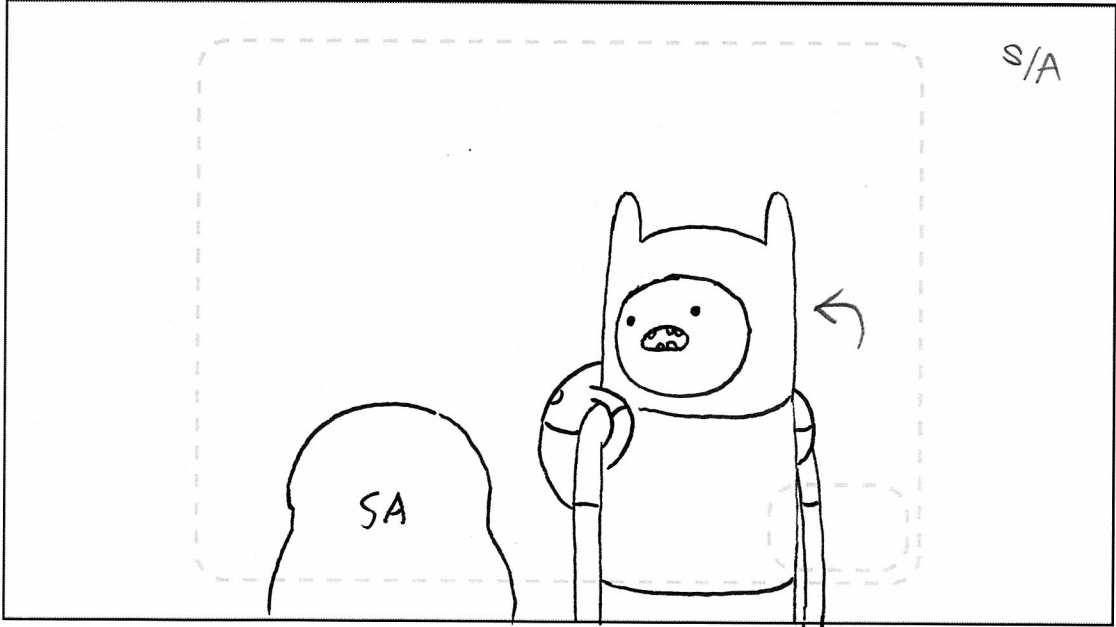
Page 162

Sc. 127

Pnl. B

Bg.

day night

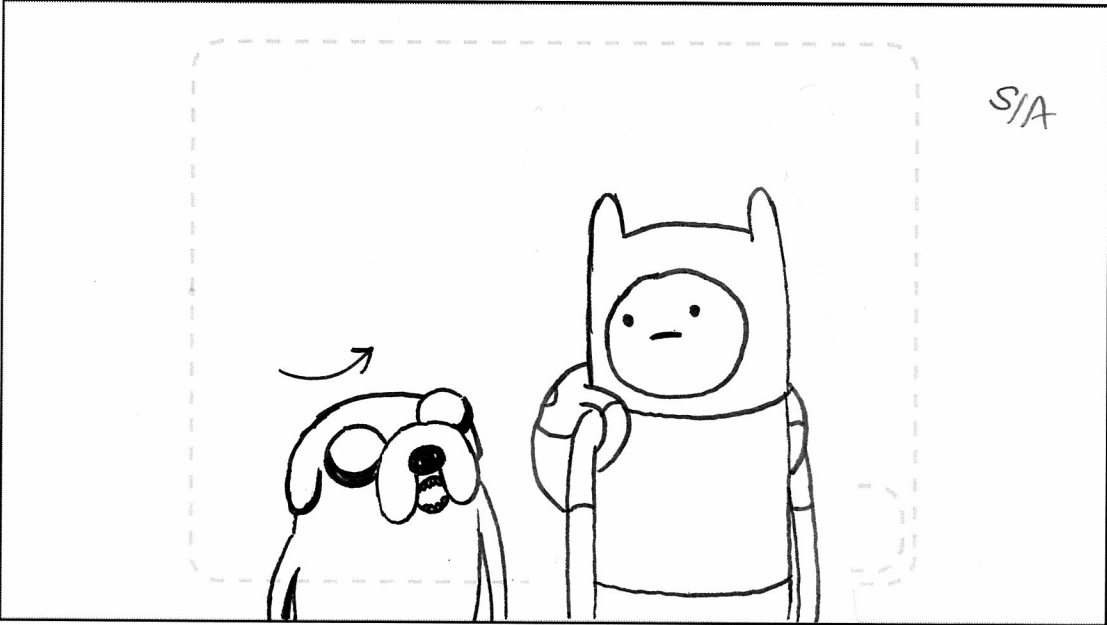


Sc. 127

Pnl. C

Bg.

day night



Dialog:

F: Now what?

J: Break it!

Action:

Timing:

EPISODE #

Production :

100896

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ADVENTURE TIME

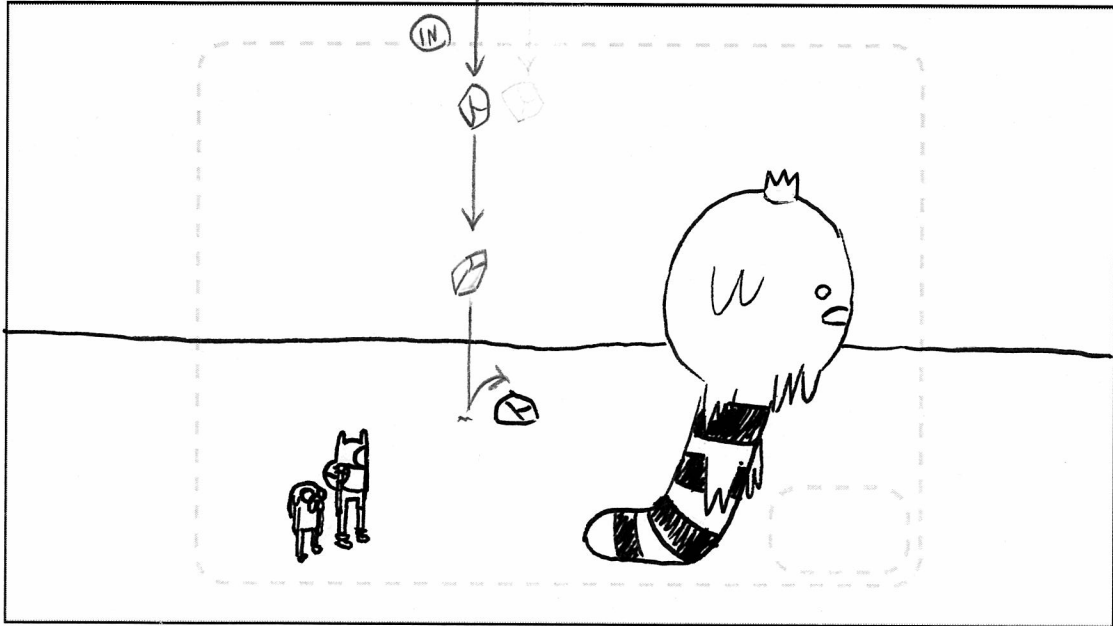


Sc. 128

Pnl. A

Bg.

day night

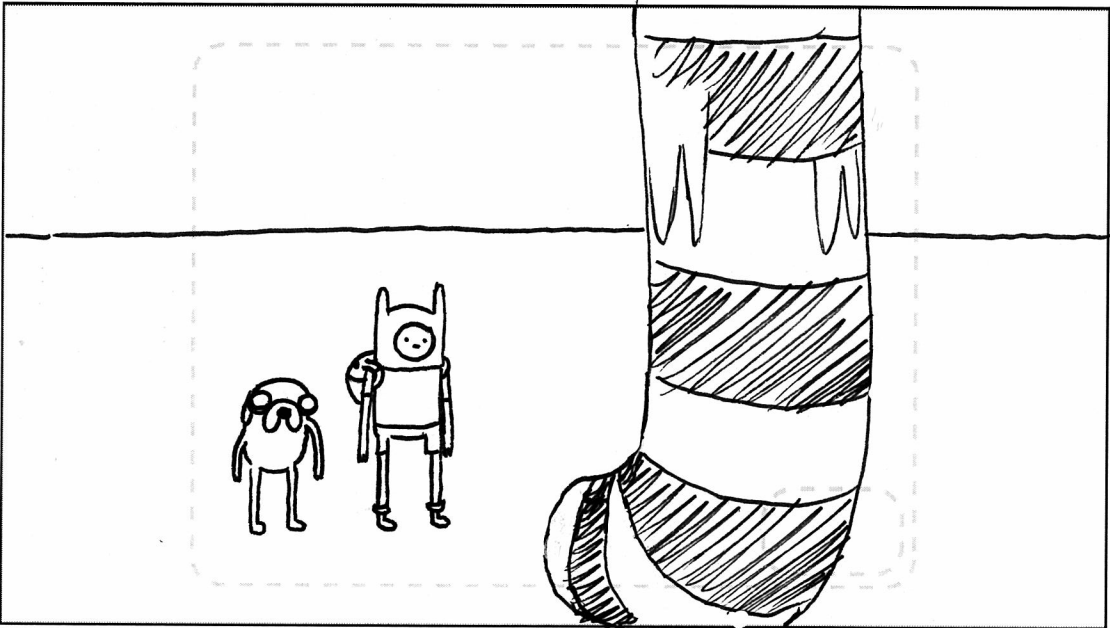


Sc. 129

Pnl. A

Bg.

day night



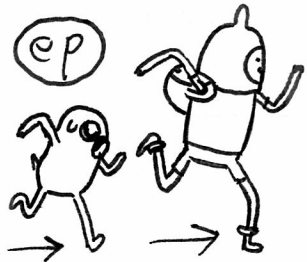
Dialog:

SFX: *KLAK!* *

Action:

- LARGE ROCK LANDS ON MOUNTAINTOP

Timing:



100896

EPISODE #

Production :

ADVENTURE TIME

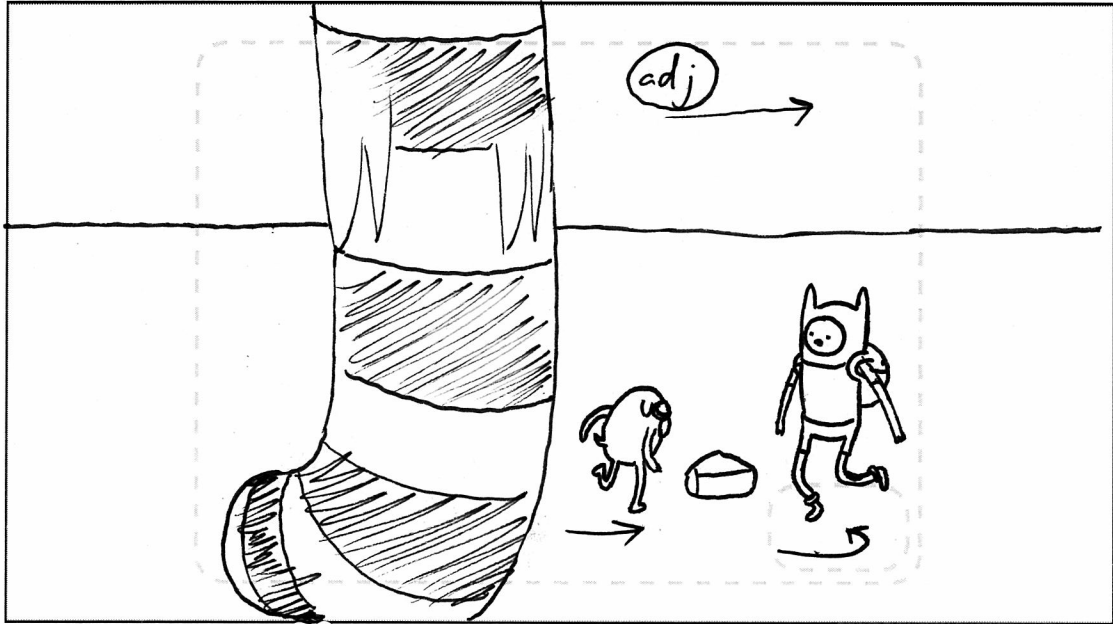


Sc. 129

Pnl. B

Bg.

day night

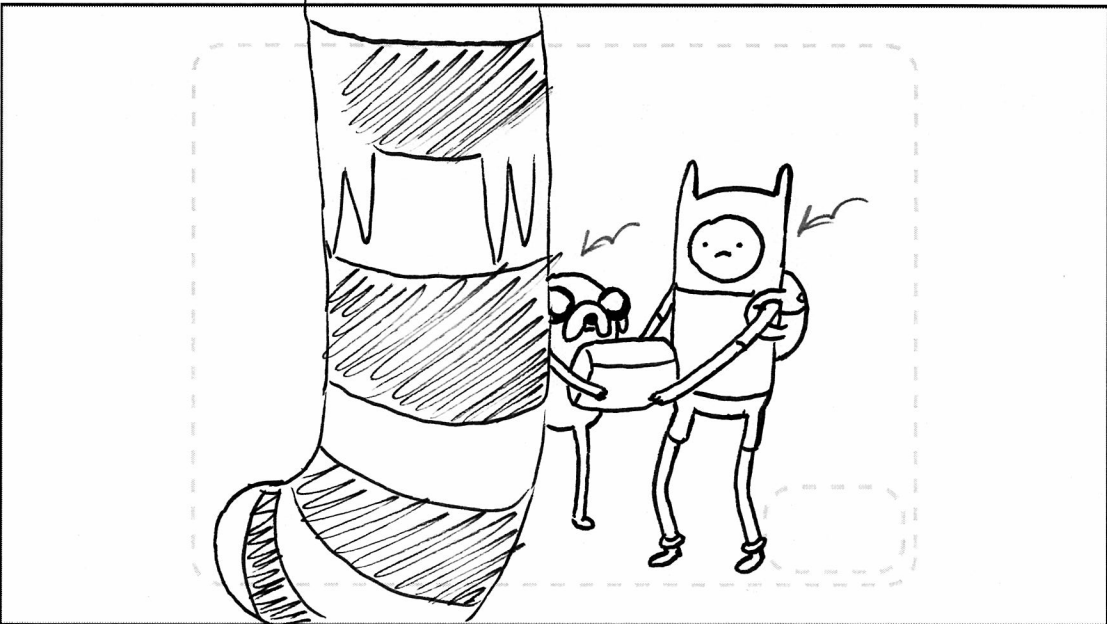


Sc. 129

Pnl. C

Bg.

day night



Dialog:

F+J : [HOISTING GRUNT]



Action: -F+J RUN OVER TO ROCK.

ADJ. W/ ACTION

- F + J PICK UP ROCK

- F+J WALK UP TO WORM KING

Timing:

100896
EPISODE #
Production :

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ADVENTURE TIME

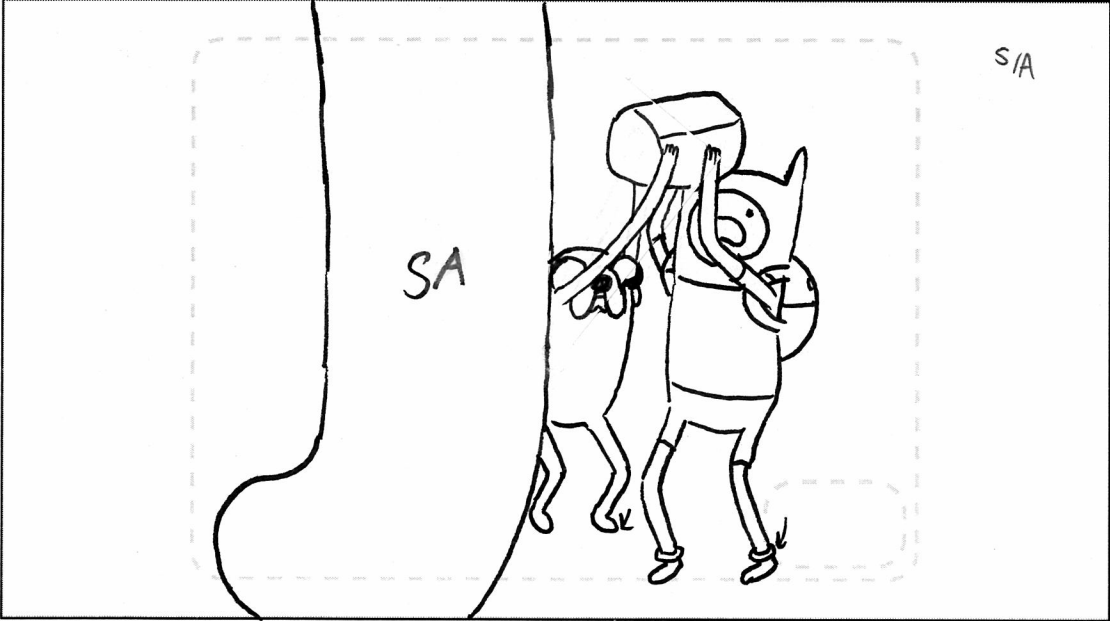


Sc. 129

Pnl. D

Bg.

day night

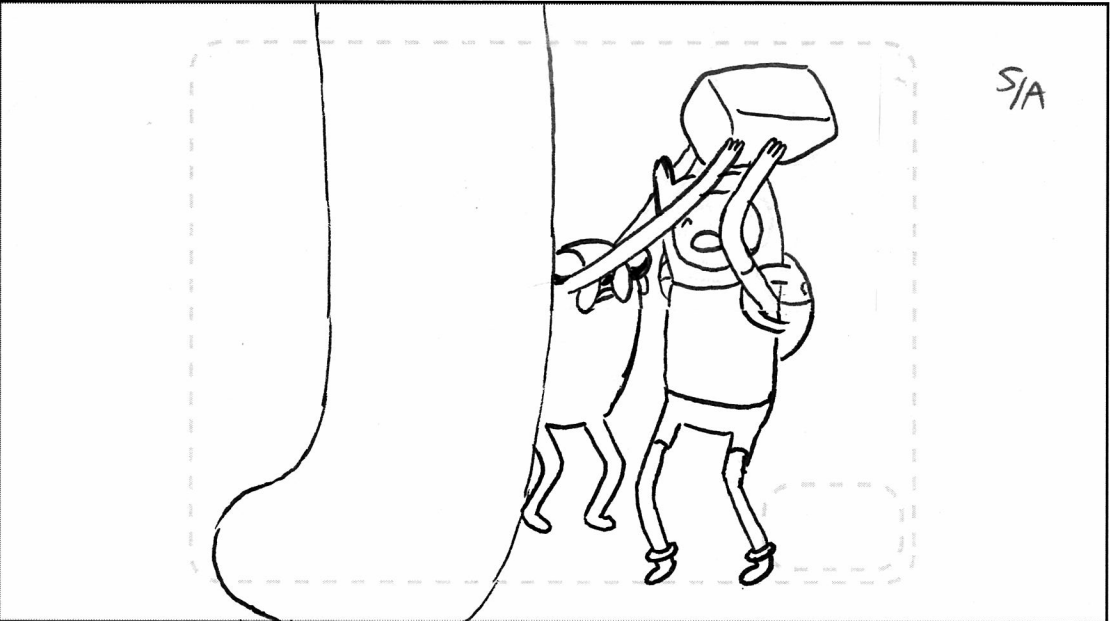


Sc. 129

Pnl. E

Bg.

day night



Dialog:
Action: F+J step forward a little.
Timing:

EPISODE #

Production :

100896

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ADVENTURE TIME

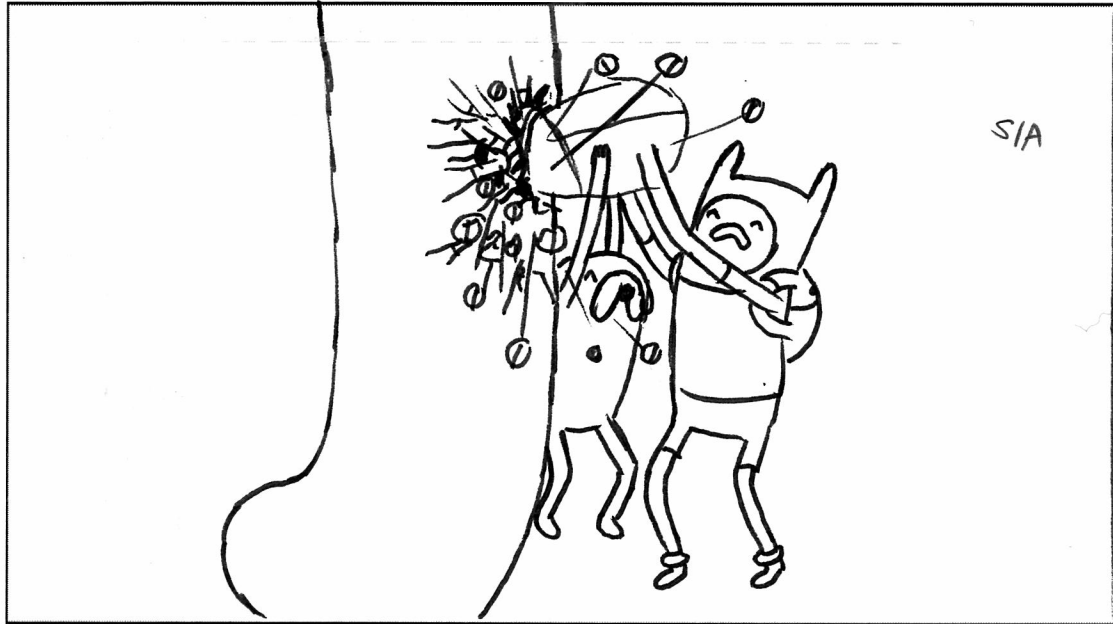


Sc. 129

Pnl. F

Bg.

day night

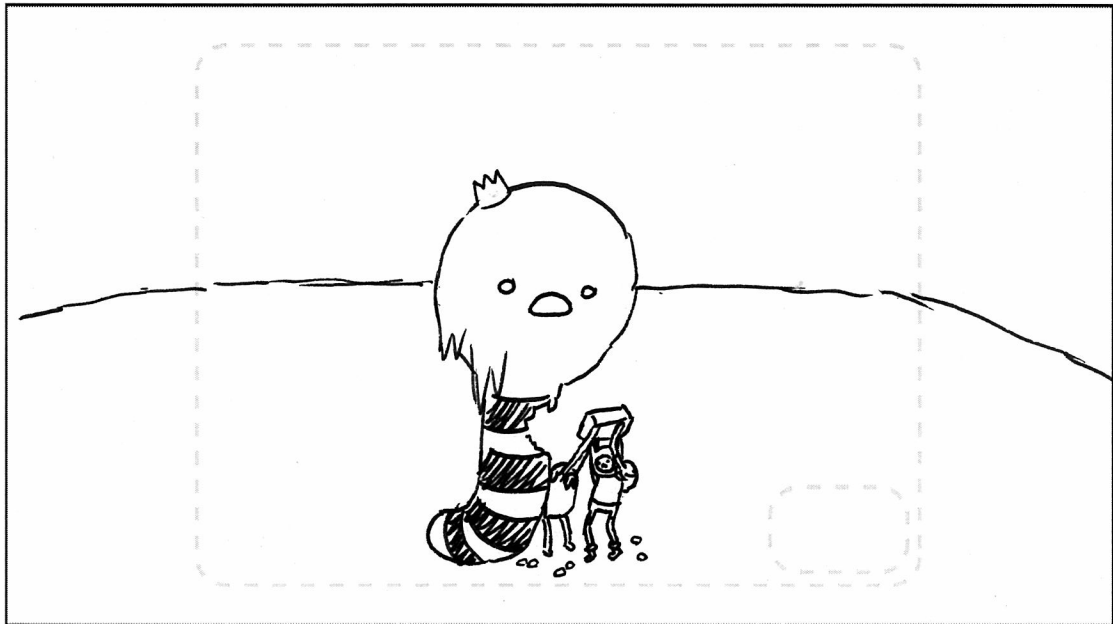


Sc. 130

Pnl. A

Bg.

day night



Dialog:

SFX: * SMASH! *

Action: - F + J SMASH THE ROCK AGAINST FROZEN WORM KING
- FROZEN PIECES OF WORM KING BREAK OFF.

Timing:

100896

EPISODE #

Production :

ADVENTURE TIME

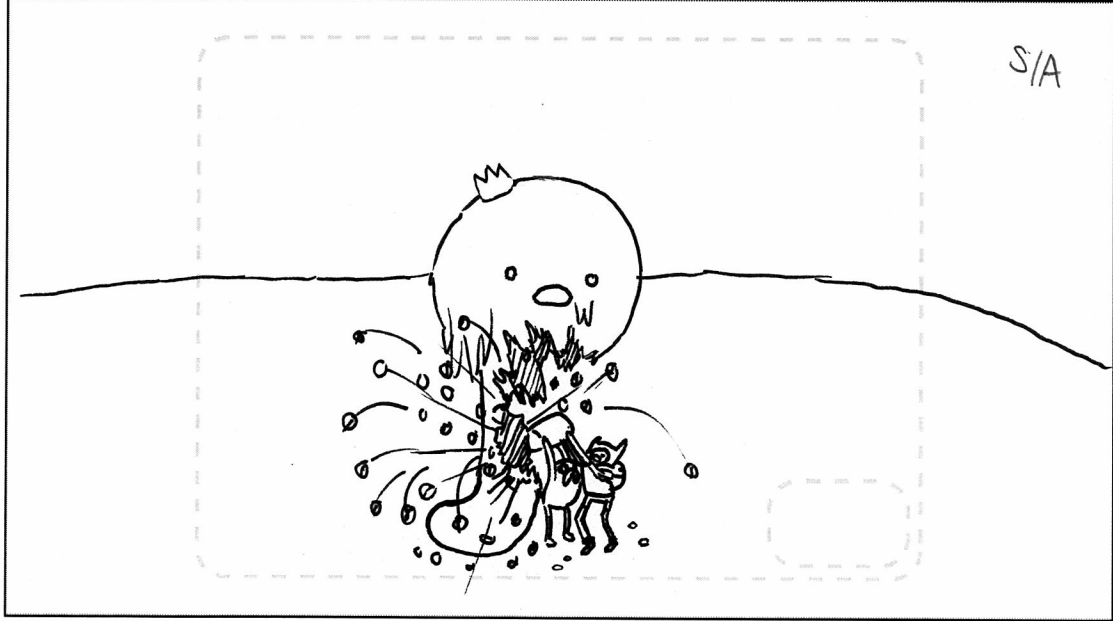


Sc. 130

Pnl. B

Bg.

day night

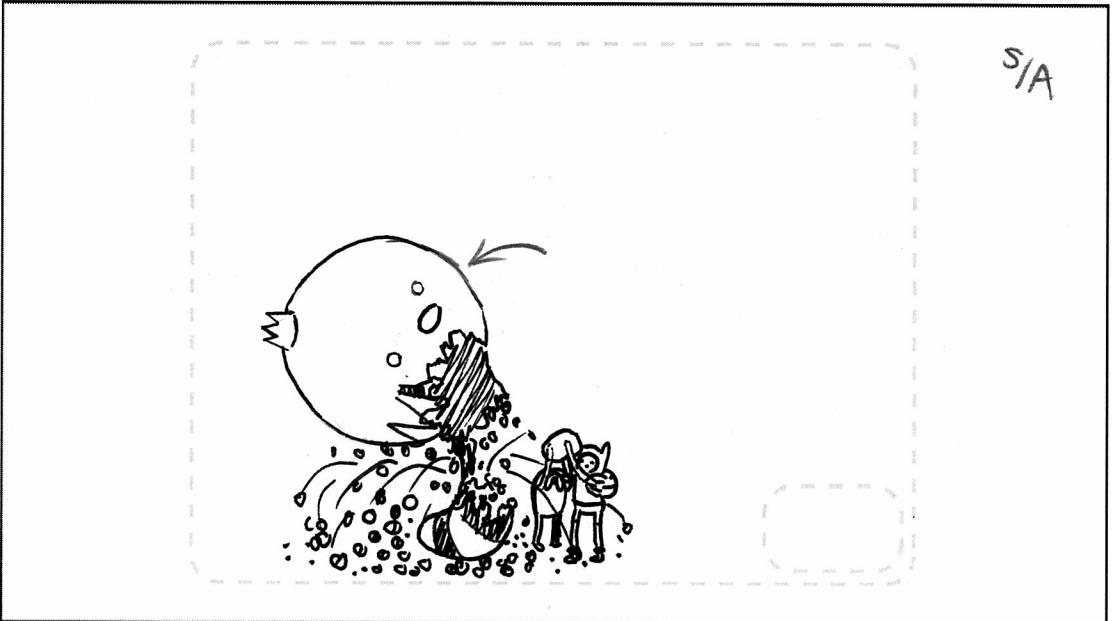


Sc. 130

Pnl. C

Bg.

day night



Dialog:
SFX: * SMASH! *
Action: - F+J SMASH ROCK AGAINST WORM KING - WORM KING
Timing:

EPISODE # 968001
Production :

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ADVENTURE TIME



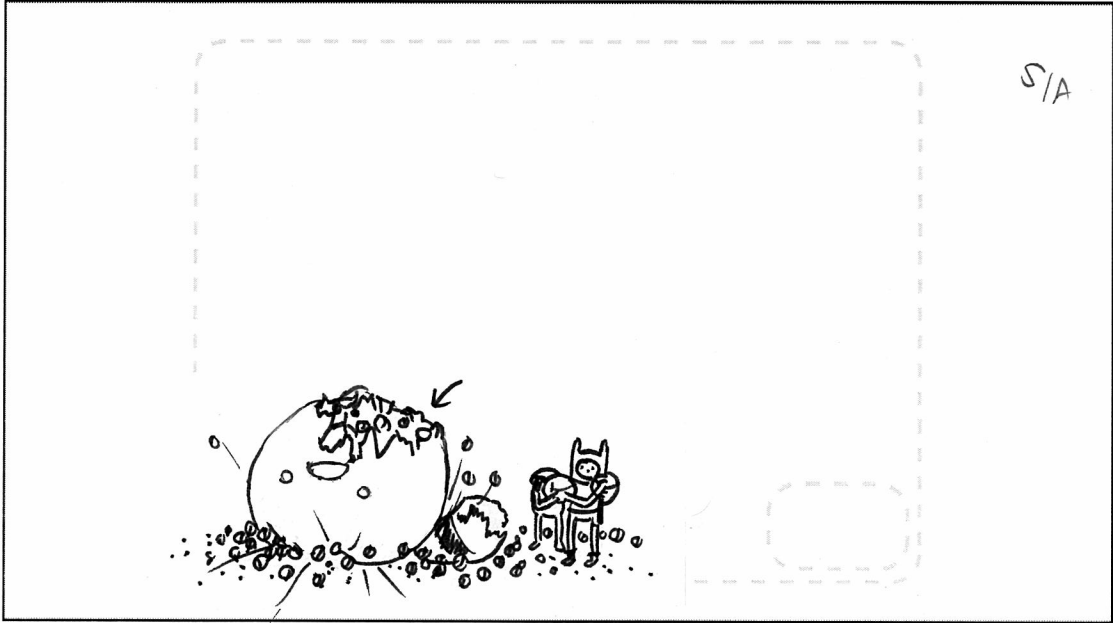
Page 168

Sc. 130

Pnl. D

Bg.

day night

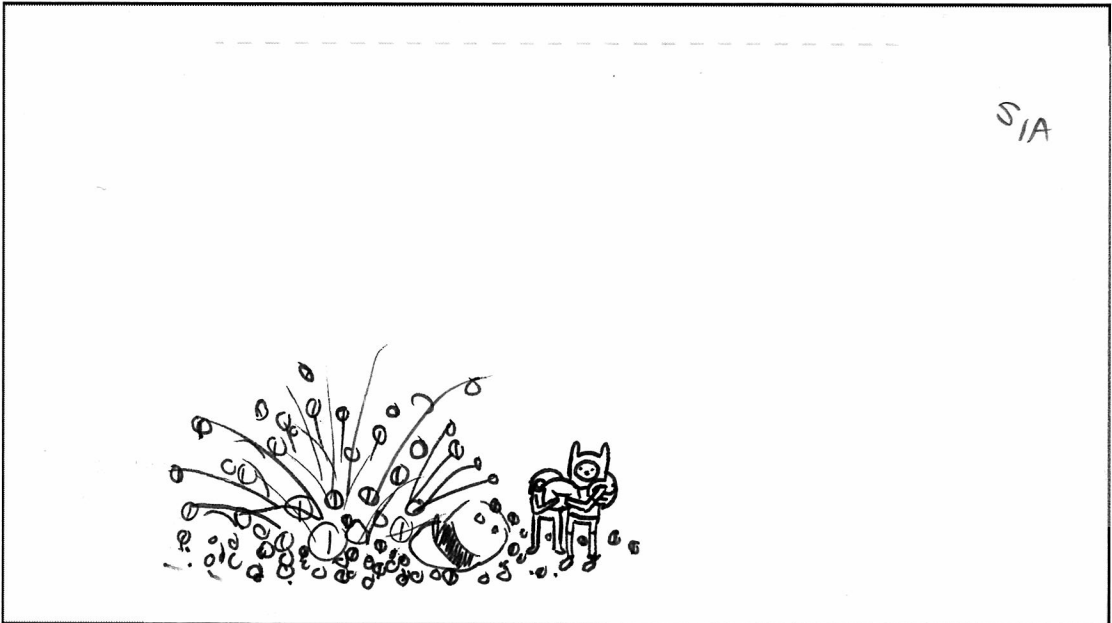


Sc. 130

Pnl. E

Bg.

day night



Dialog:

SFX: * THUNK! *

SFX: * SKSHHH!! *

Action:

- WORM KING'S HEAD SHATTERS.

Timing:

100896

EPISODE #

Production :

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ADVENTURE TIME



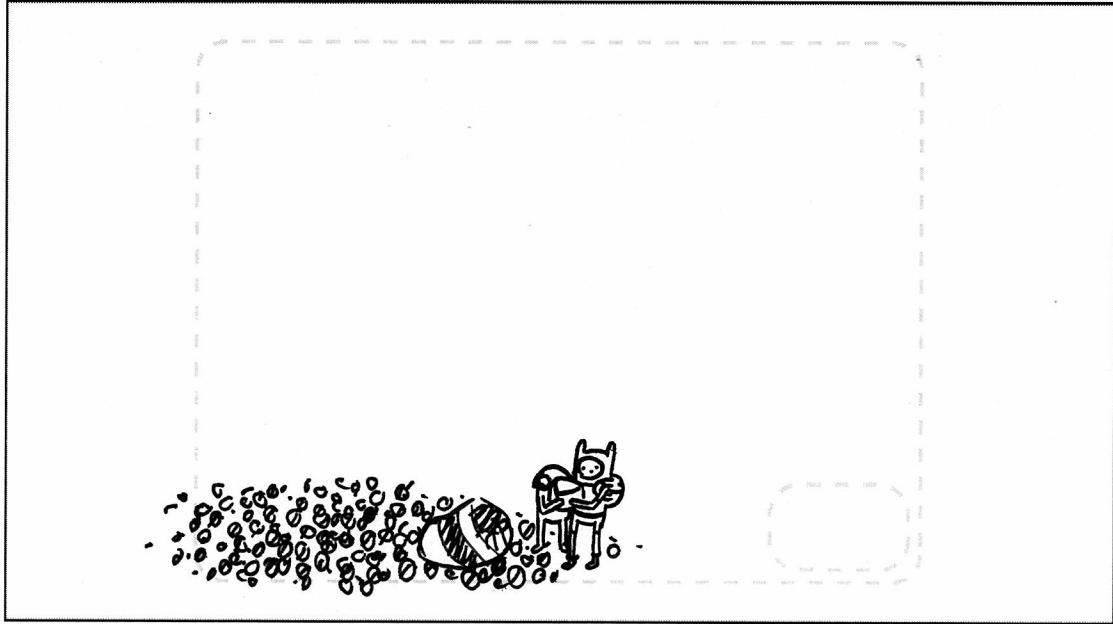
Page 169

Sc. 130

Pnl. F

Bg.

day night

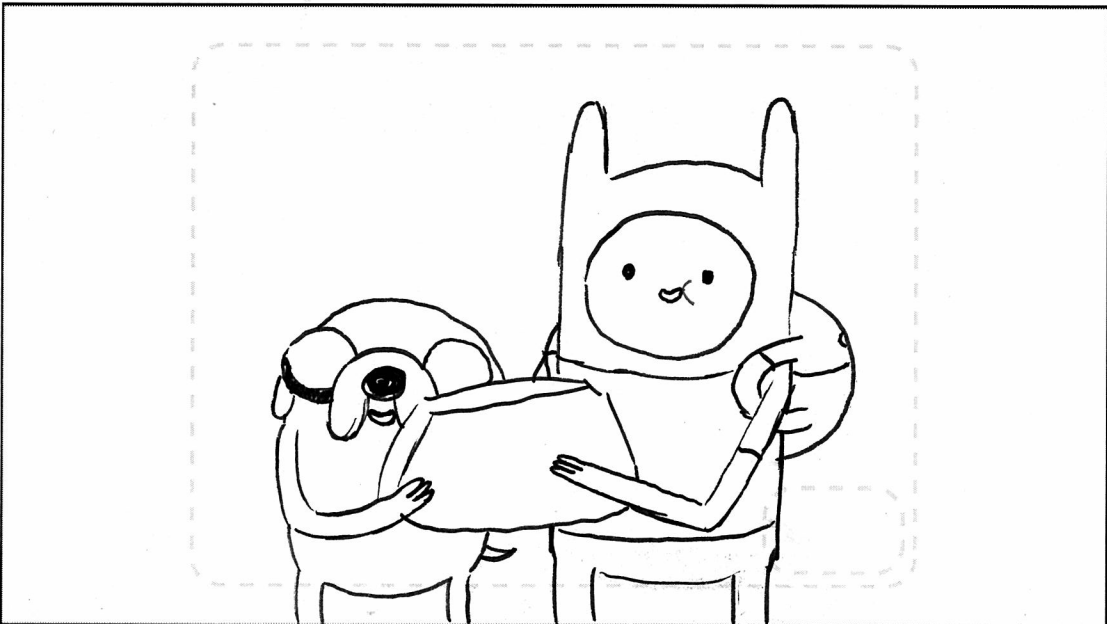


Sc. 131

Pnl. A

Bg.

day night



Dialog:

SFX: * K-PSHHH! *

F: K-PSHHH! [ICE SHATTERING]

Action:

-WORM KING IS REDUCED TO A
PILE OF FROZEN PIECES.

Timing:

100896

EPISODE #

Production :

ADVENTURE TIME

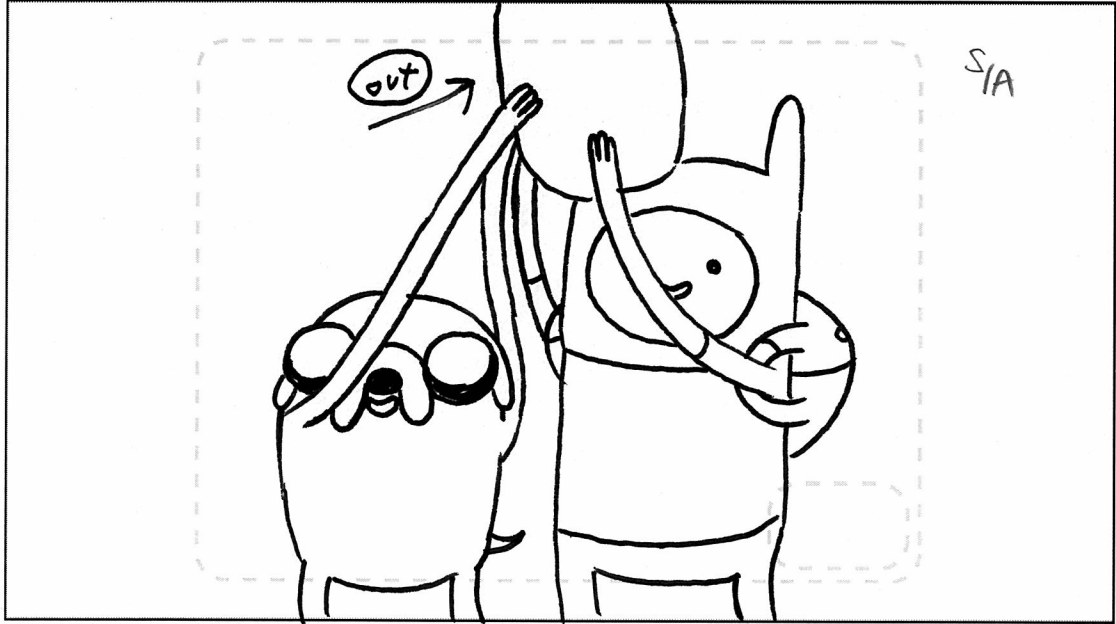


Sc. 131

Pnl. B

Bg.

day night

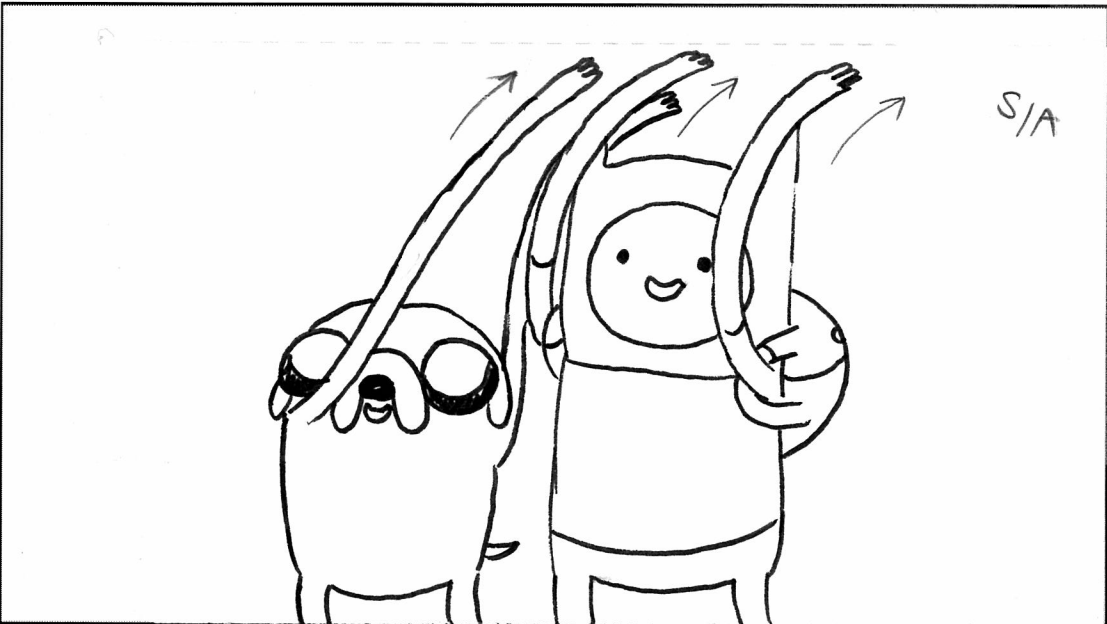


Sc. 131

Pnl. C

Bg.

day night



Dialog:

Action: - F+J THROW ROCK OVER THEIR HEAD, - ROCK FLIES OFF/S.

Timing:

100896
EPISODE #
Production :

ADVENTURE TIME

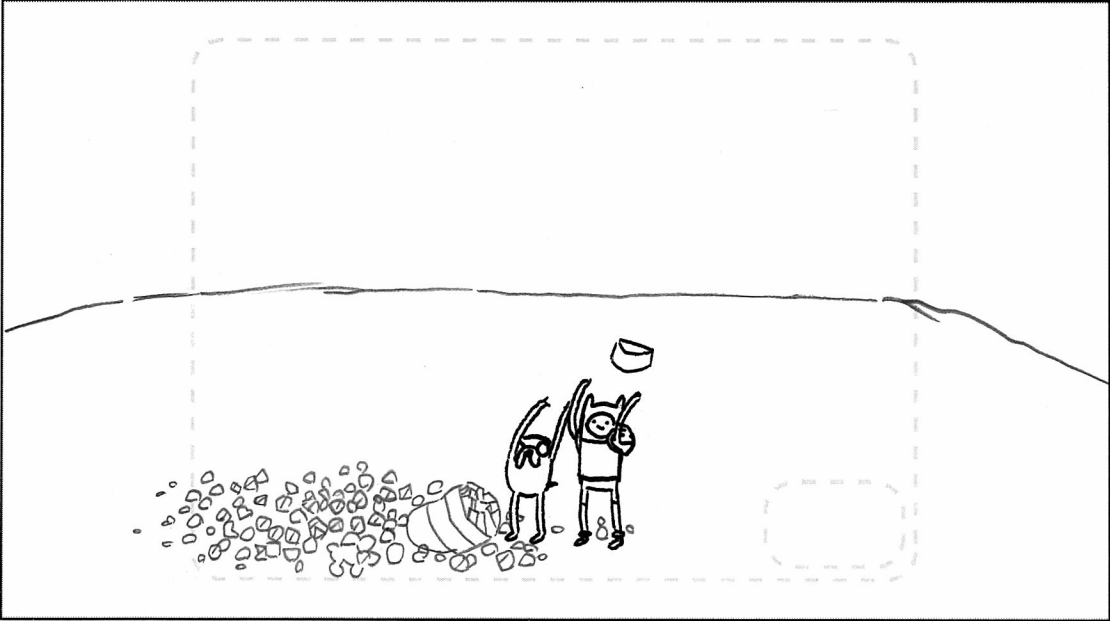


Sc. 132

Pnl. A

Bg.

day night



Sc. 132

Pnl. B

Bg.

day night



Dialog:	
Action:	- ROCK LANDS BEHIND F+J - BG BEGINS TO DRIP LIKE MELTING WAX.
Timing:	

100896

EPISODE #

Production :

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ADVENTURE TIME



Sc. 132

Pnl. C

Bg.

day night

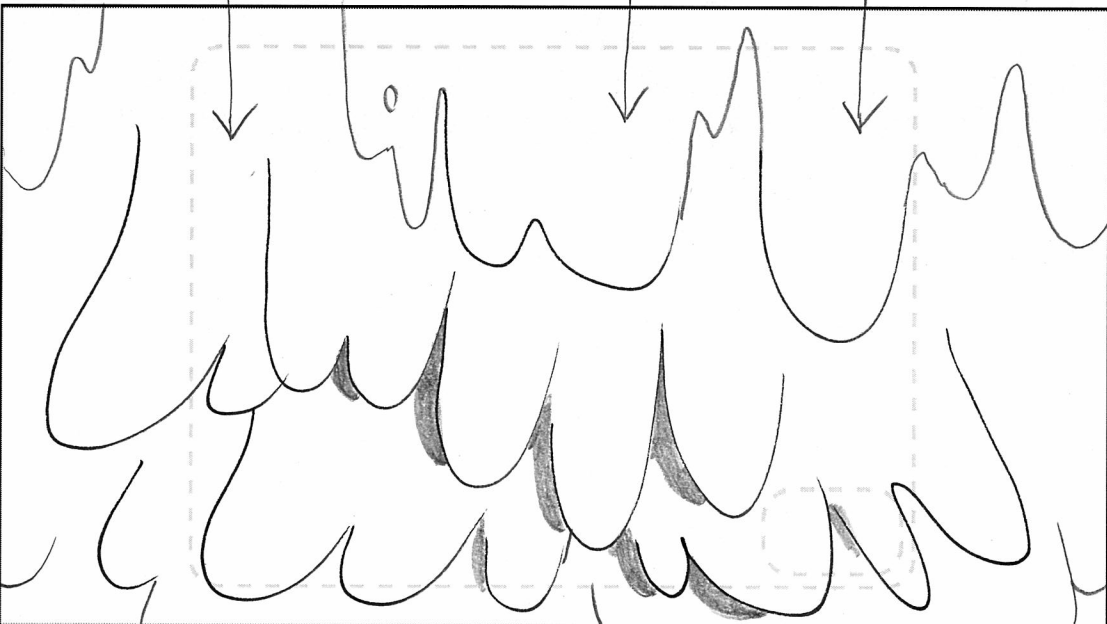


Sc. 132

Pnl. D

Bg.

day night



Dialog:	
Action: - THE WORLD MELTS AROUND F+J	- MELTING WORLD OVERTAKES F+J.
Timing:	

100896

EPISODE #

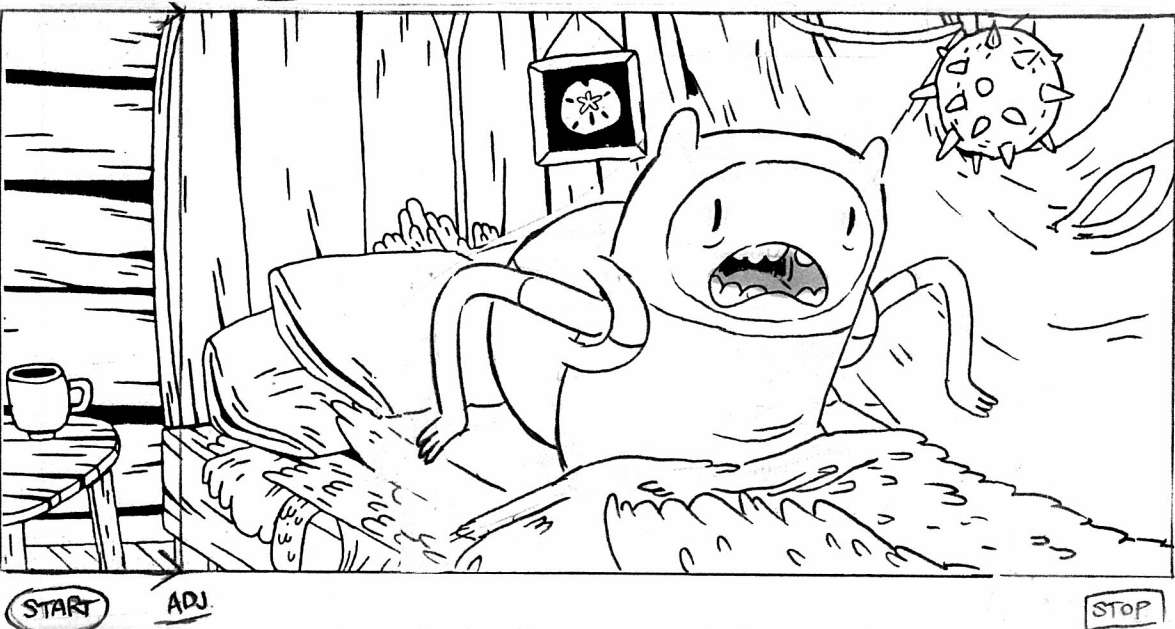
Production :

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ADVENTURE TIME



Sc. 133 Pnl. A Bg. day night Sc. 133 ADJ. Pnl. B Bg. day night



Dialog:
F: (STARTLED AWAKE) GUH!

Action:
- INT. TREEHOUSE BEDROOM
- FINN IS ASLEEP IN BED.
- FINN WAKES WITH A START.
- ADJ. W/ ACTION

Timing:

EPISODE # 100896
Production :

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ADVENTURE TIME

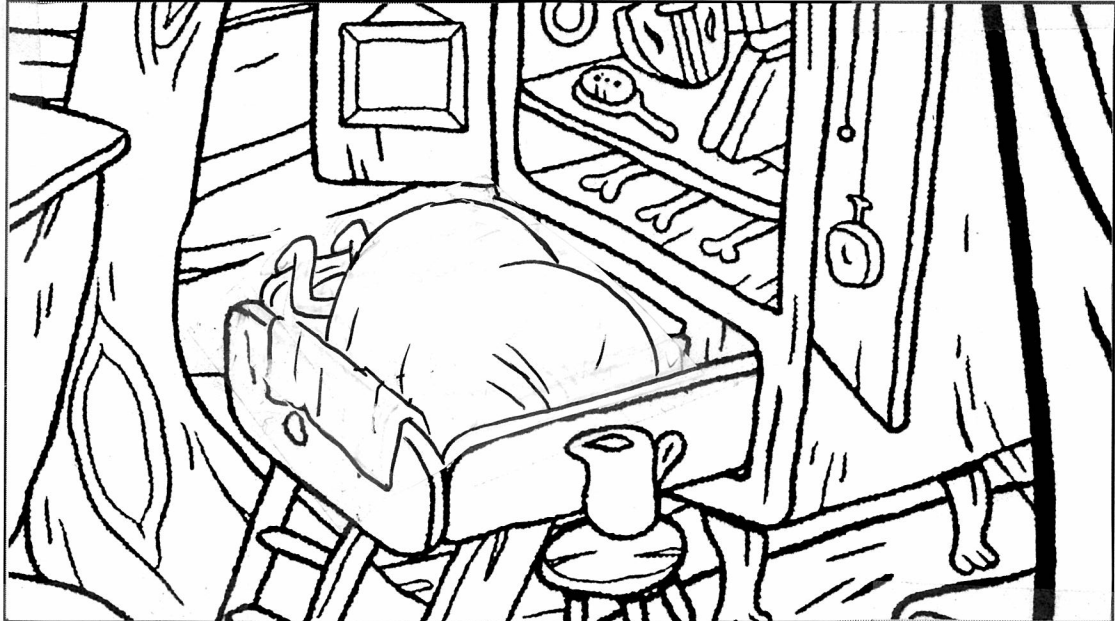


Sc. 134

Pnl. A

Bg.

day night



Sc. 134

Pnl. B

Bg.

day night



Dialog:	JAKE (STARTLED AWAKE) GAH!	
Action:	-JAKE IS ASLEEP WITH BLANKET PULLED OVER HIS HEAD.	- JAKE WAKES UP WITH A START.
Timing:		

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ADVENTURE TIME



Sc. 135

Pnl. A

Bg.

day night

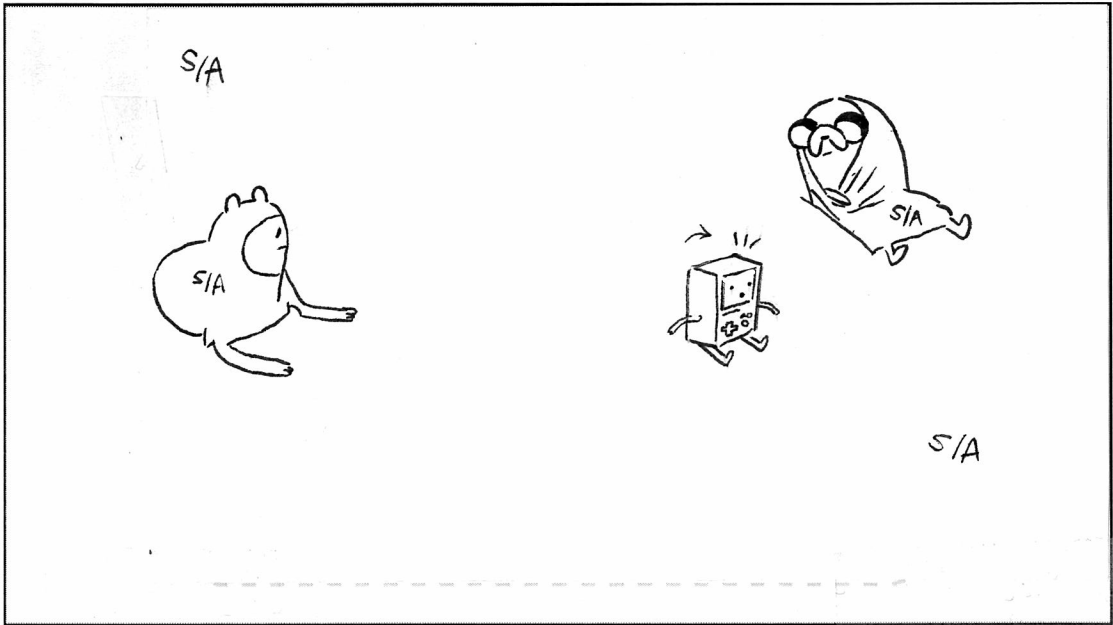


Sc. 135

Pnl. B

Bg.

day night



<p>Dialog:</p> <p><u>BMO</u> : (STARTLED AWAKE) NO. NO. I AM NOT / WAKE</p>
<p>Action:</p> <div><div>- FINN & JAKE LOOK AT EACH OTHER</div><div>- BMO IS ASLEEP AT THE FOOT OF BED.</div><div>- POWER-SAVE ICON FLASHES ON BMO'S SCREEN</div></div> <div><div>- BMO WAKES UP WITH A START.</div><div>- F+J LOOK AT BMO.</div></div>
<p>Timing:</p>

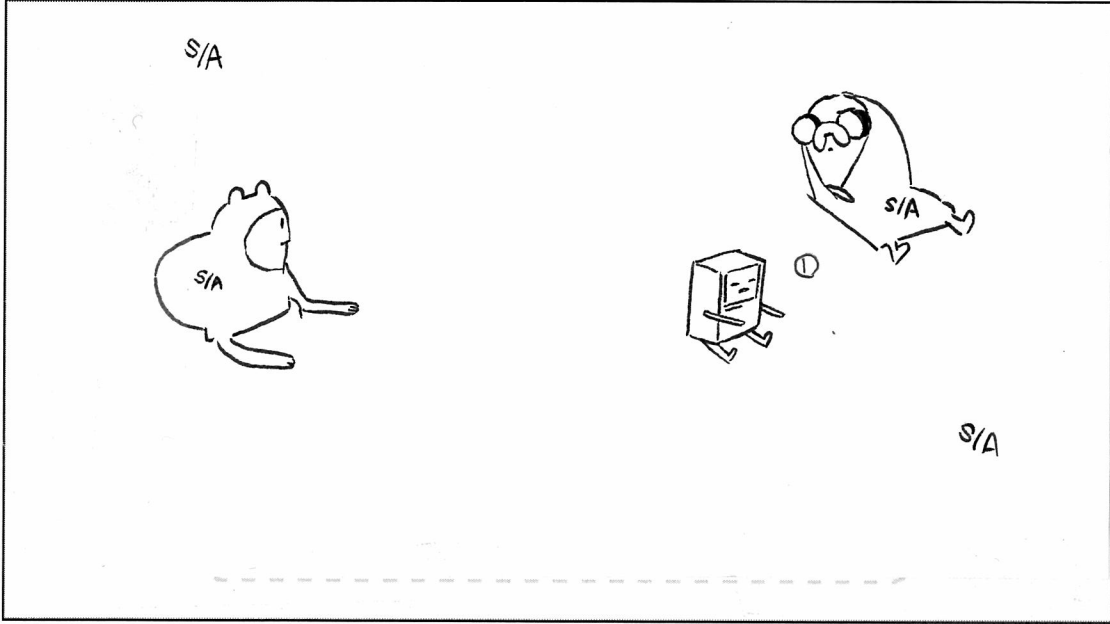
EPISODE # 100896

Production :

ADVENTURE TIME



Sc. 135 Pnl. C Bg. day night



Dialog:

BMO : ① I AM NOT AWAKE YET ② [FALLS ASLEEP]

Action: - BEEMO LIES DOWN AGAIN



Timing:

Sc. 135 Pnl. D Bg. day night



F: ③ JAKE! WE SHARED ... STOP

F+J JUMP OUT OF BEDS/ ADV W ACTION



ADVENTURE TIME

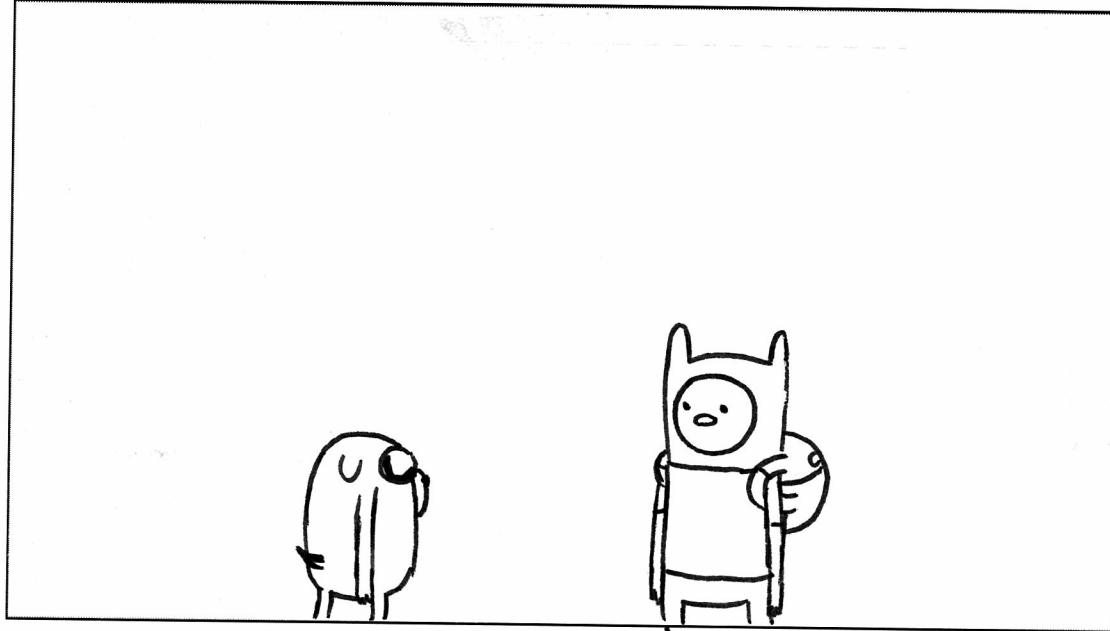


Sc. 136

Pnl. A

Bg.

day night

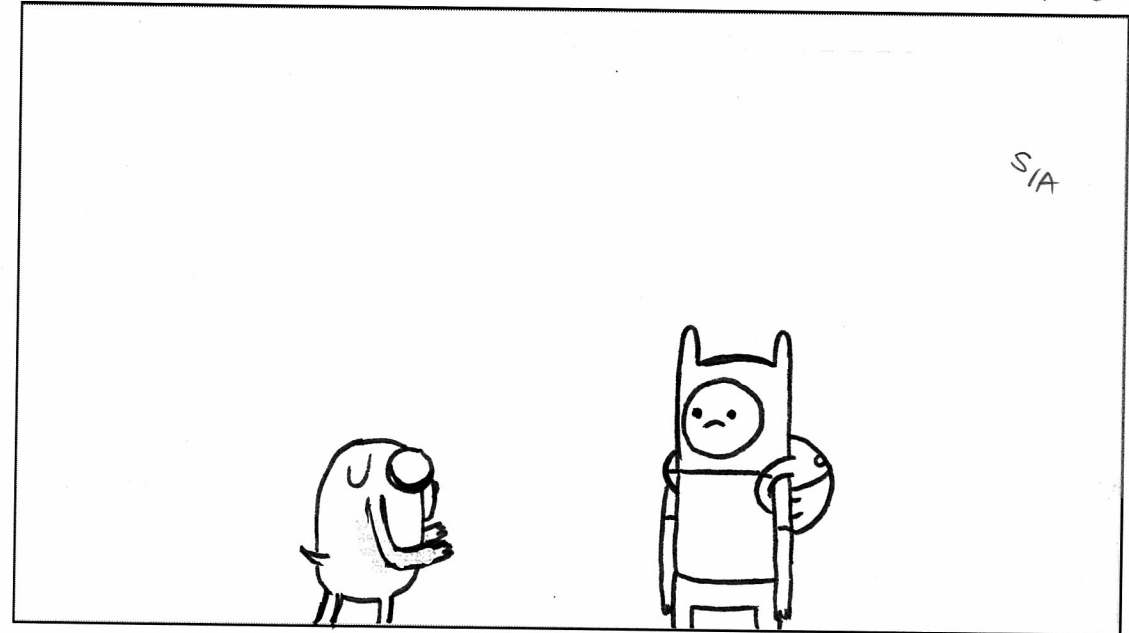


Sc. 136

Pnl. B

Bg.

day night



Dialog:

F: Are you okay?

J: Yeah, are you?

Action:

Timing:

EPISODE #

100896

Production :

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ADVENTURE TIME



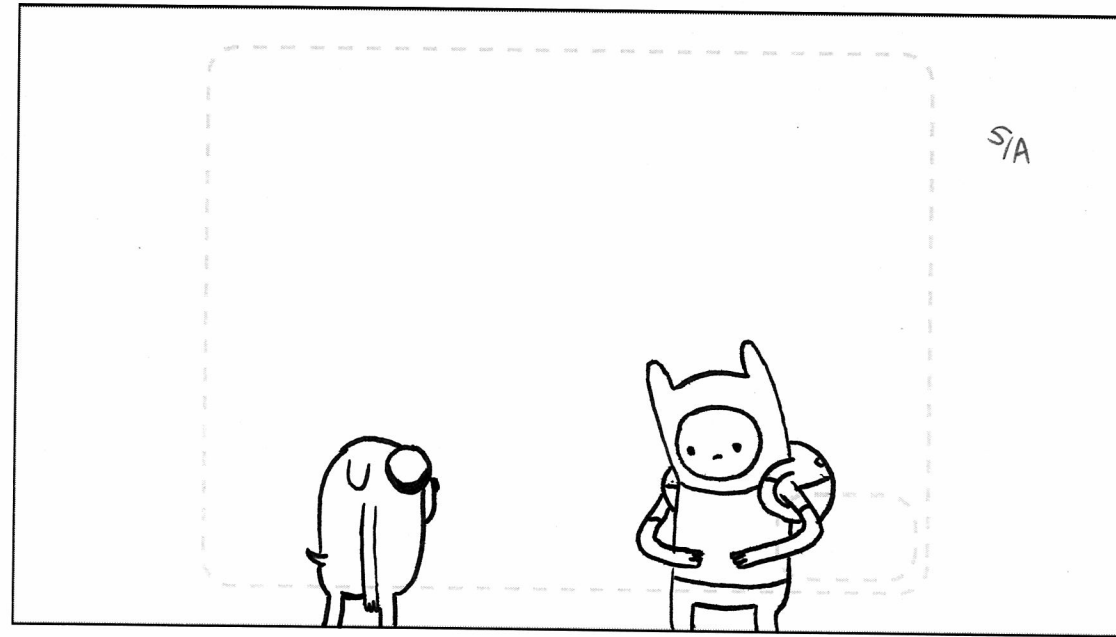
Page 178

Sc. 136

Pnl. C

Bg.

day night

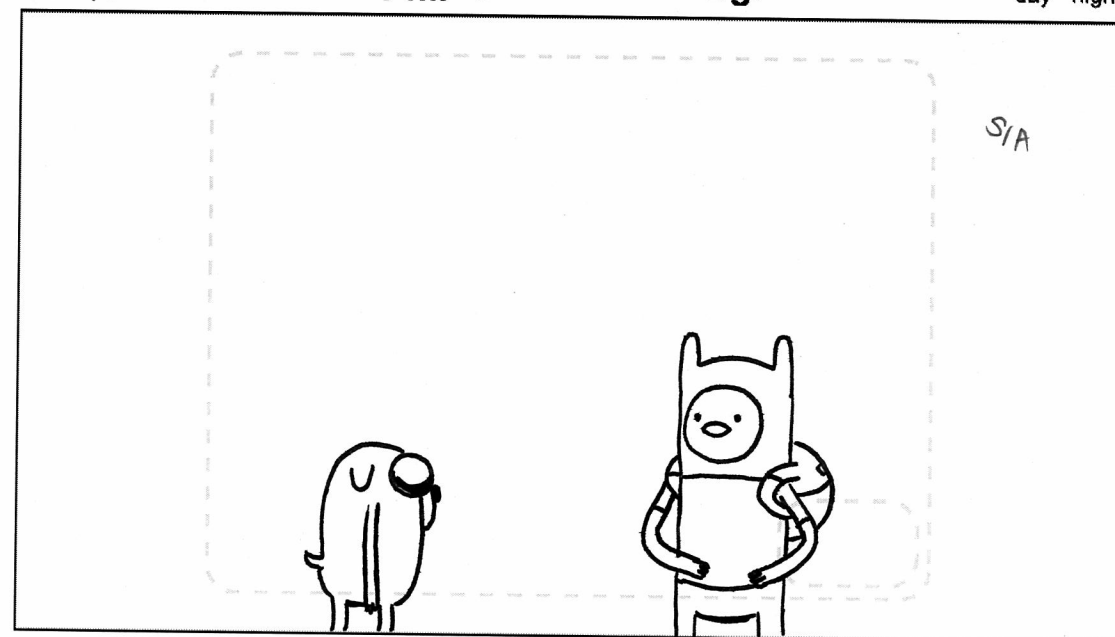


Sc. 136

Pnl. D

Bg.

day night



Dialog:	<u>F</u> : Yeah, I'm okay.
Action:	- FINN PATS HIMSELF.
Timing:	

100896
EPISODE #
Production :

ADVENTURE TIME



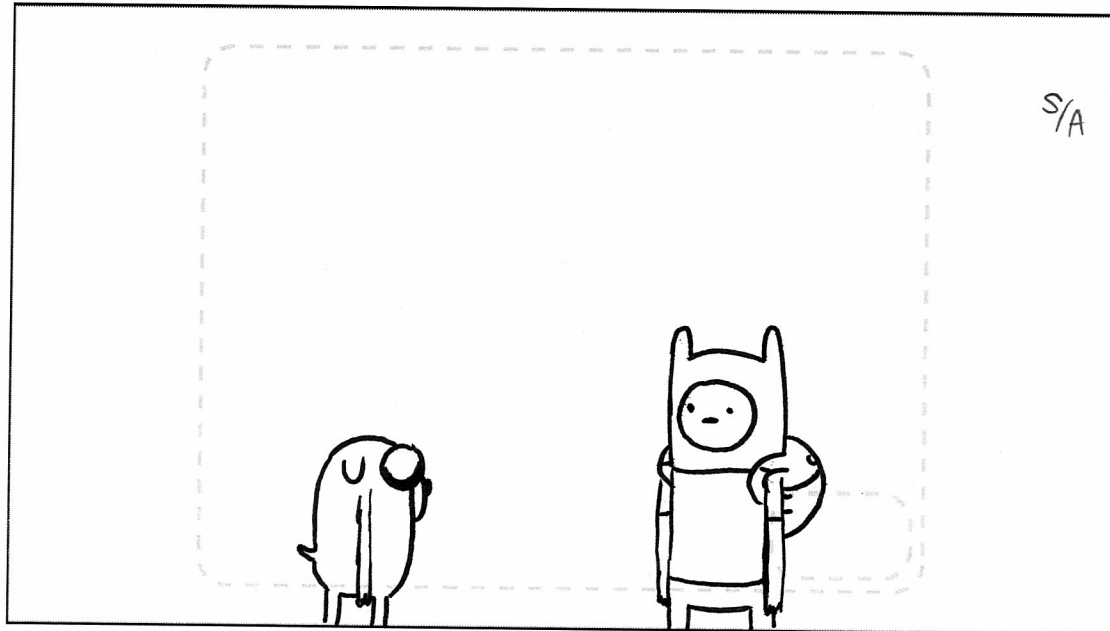
Page 179

Sc. 136

Pnl. E

Bg.

day night

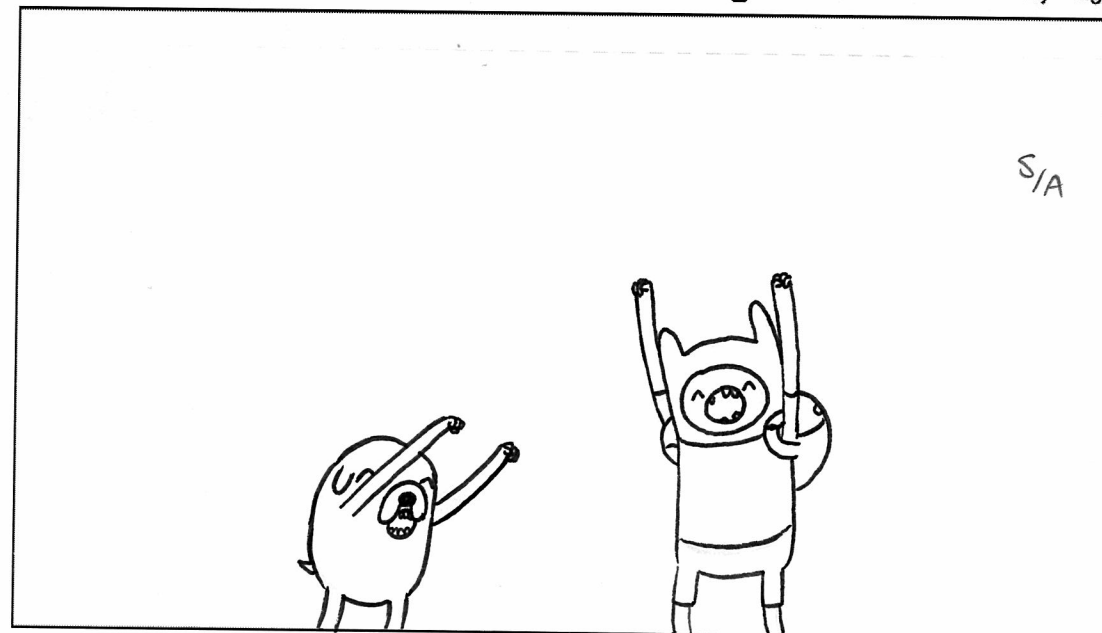


Sc. 136

Pnl. F

Bg.

day night



Dialog:

F+J: We did it!

Action:

(Beat.)

Timing:

Production :

EPISODE #

100896

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ADVENTURE TIME

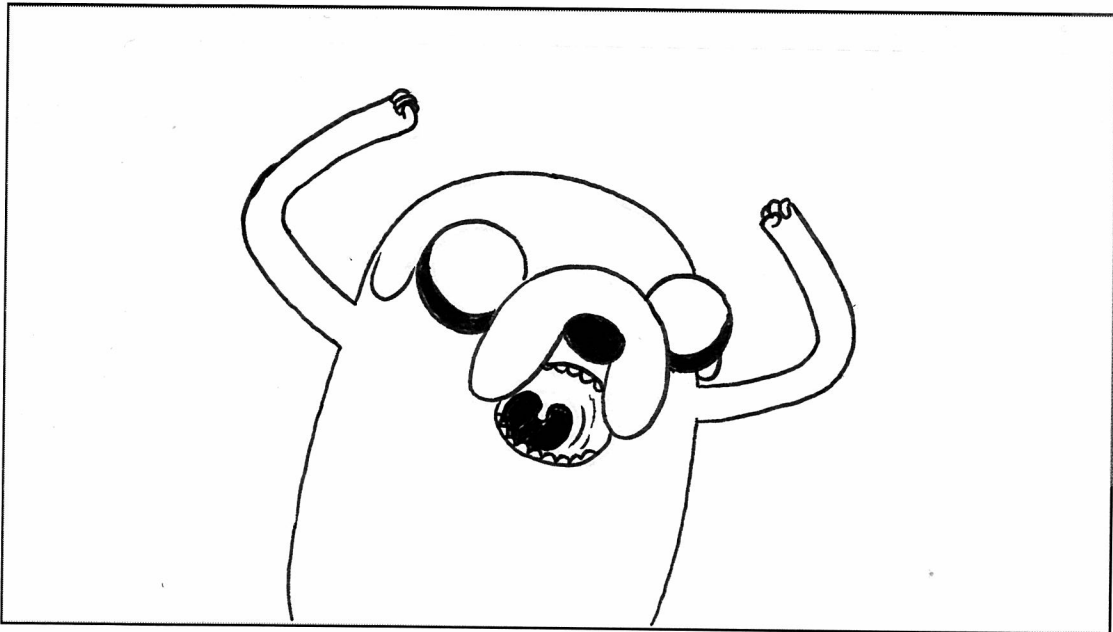


Sc. 137

Pnl. A

Bg.

day night

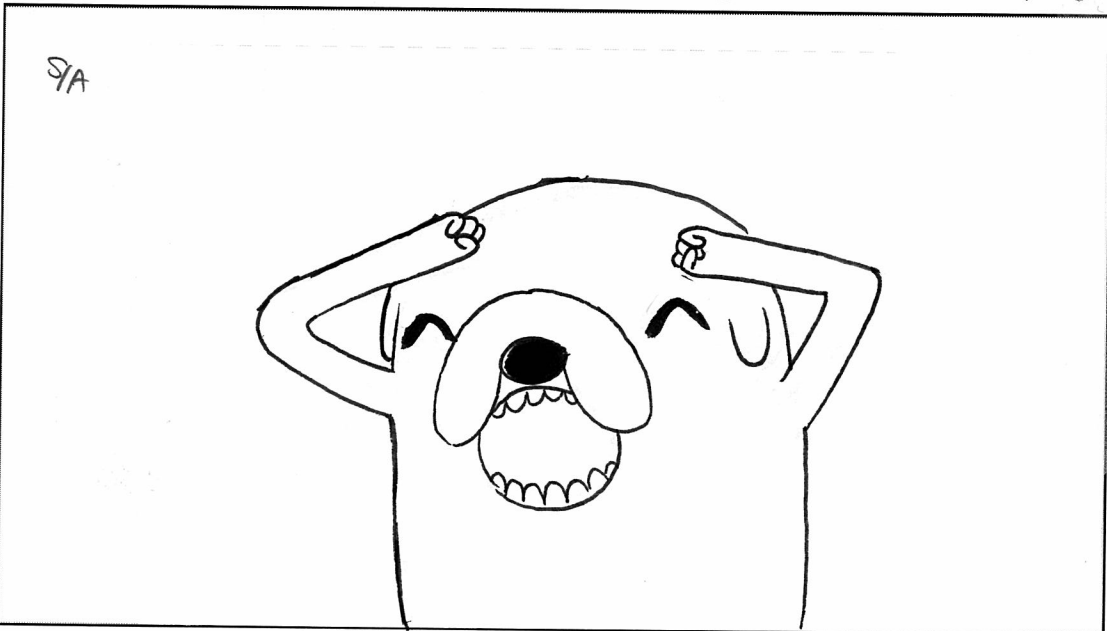


Sc. 137

Pnl. B

Bg.

day night



Dialog:	<p><u>J</u>: Yeah!</p>
Action:	<p>↖ cycle ↗ x 3</p>
Timing:	

EPISODE # 100896

Production :

ADVENTURE TIME

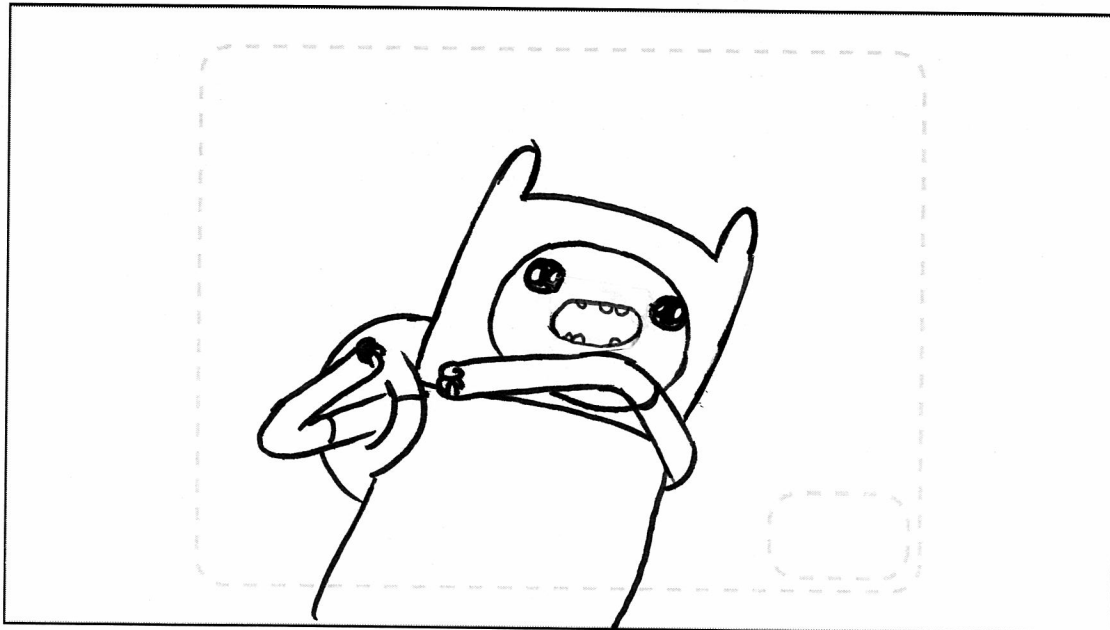


Sc. 138

Pnl. A

Bg.

day night

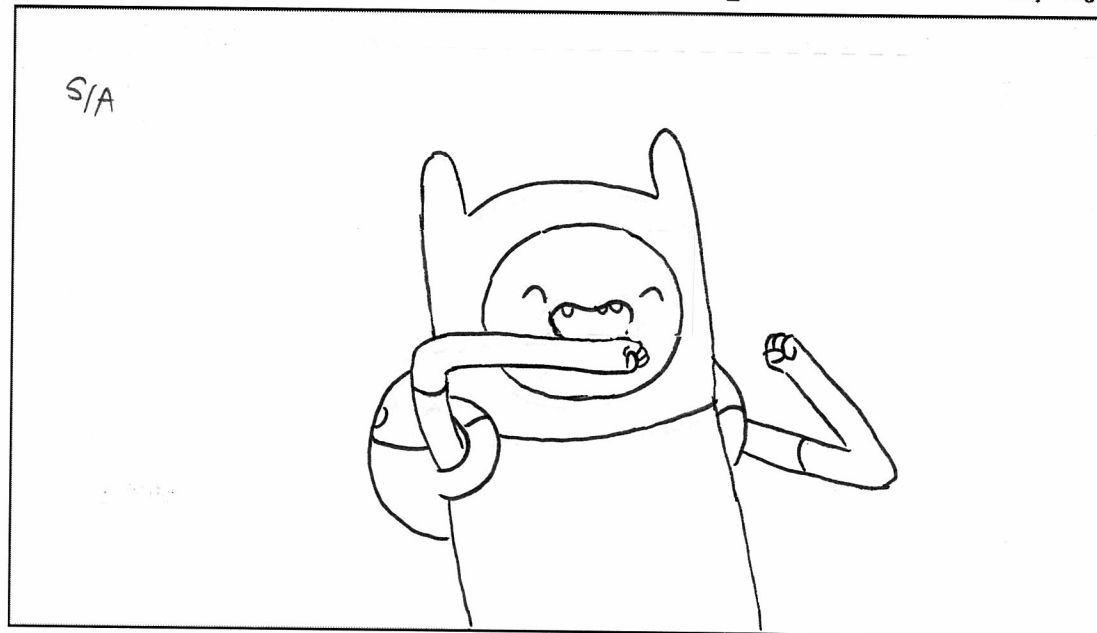


Sc. 138

Pnl. B

Bg.

day night



Dialog:

F: Yeah!

Action:

↑ Cycle x3 F+J shout lots of celebratory remarks.

Timing:

100896

EPISODE #

Production :

ADVENTURE TIME

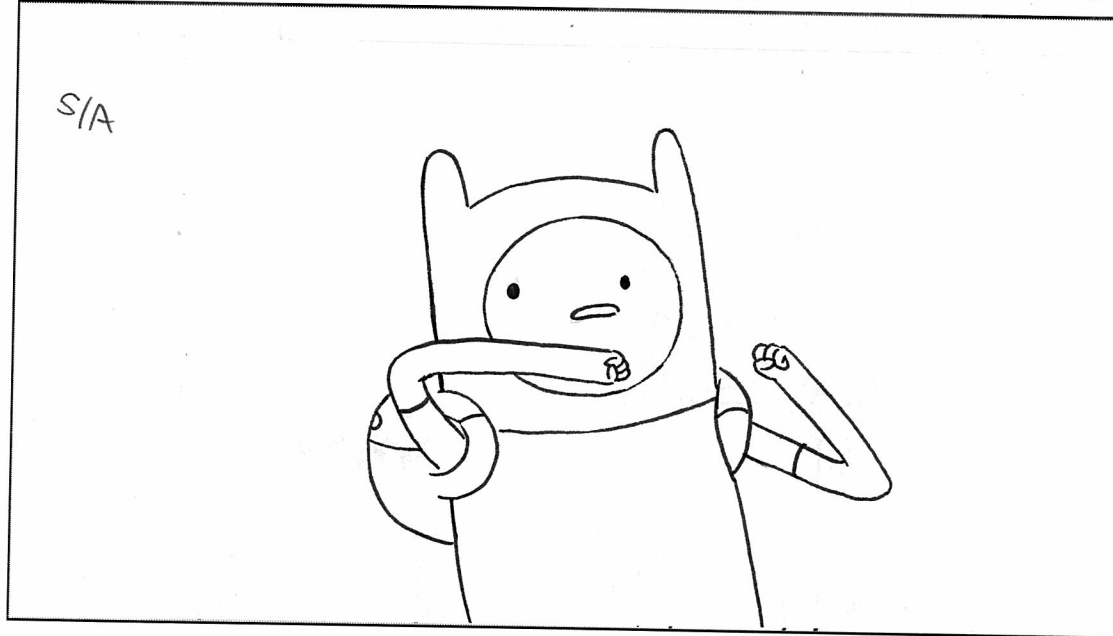


Sc. 138

Pnl. C

Bg.

day night



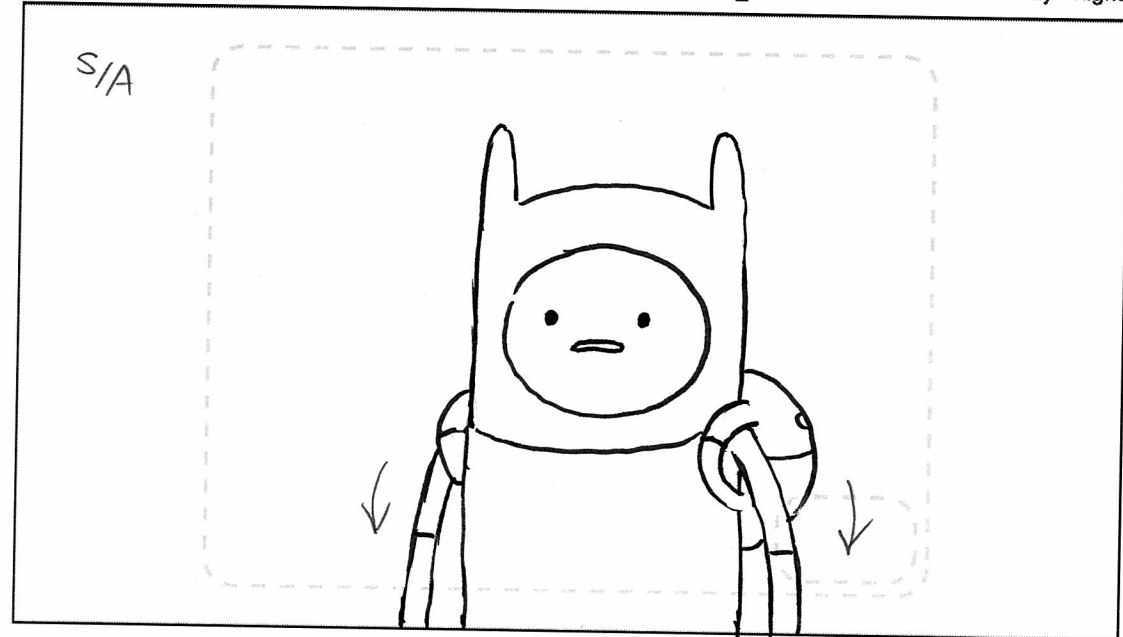
Sc. 138

Pnl. D

Bg.

Page 182

day night



Dialog:

Action:

-FINN SUDDENLY STOPS DANCING

-FINN LOWERS HIS ARMS.
AND LOOKS PERPLEXED

Timing:

100896

EPISODE #

Production :

ADVENTURE TIME

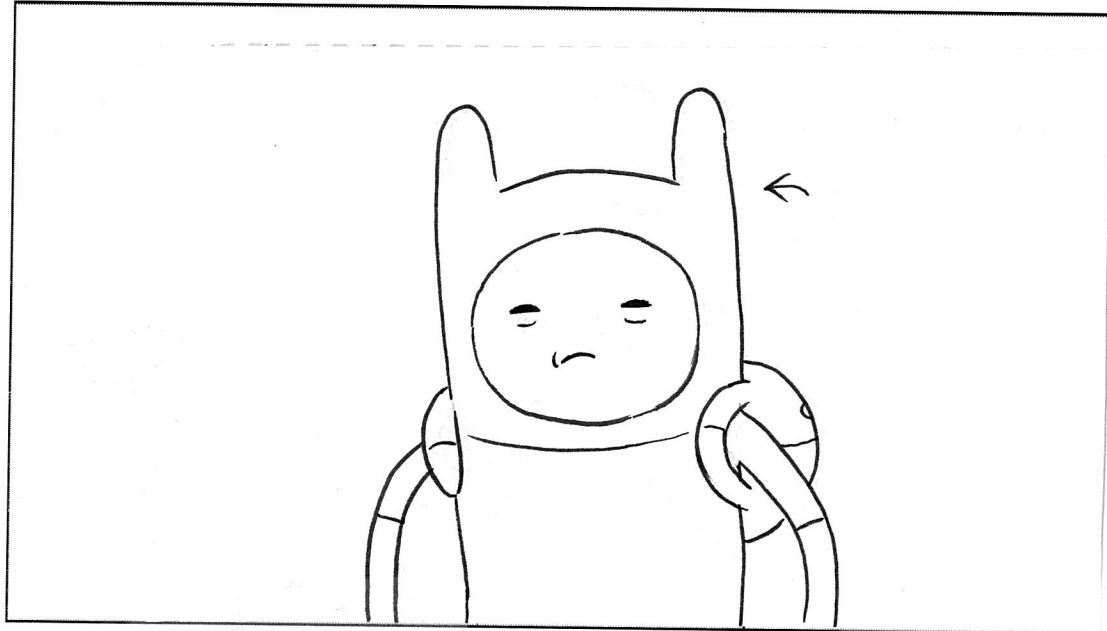


Sc. 138

Pnl. E

Bg.

day night

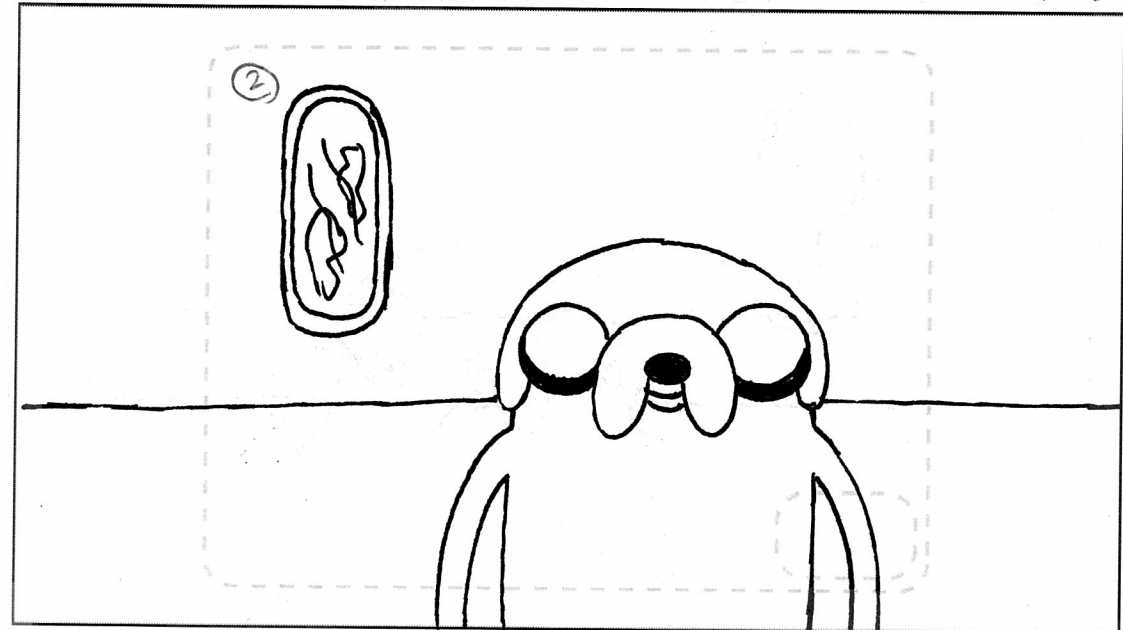


Sc. 139

Pnl. A

Bg.

day night



Dialog:

Ⓕ

HRM?

SFX: * WOBBLE *

Action:

-FINN LEANS FORWARD AND SQUINTS.

Ⓛ



-Mirror ripples BEHIND JAKE.

Timing:

1008
EPISODE #

Production :

ADVENTURE TIME



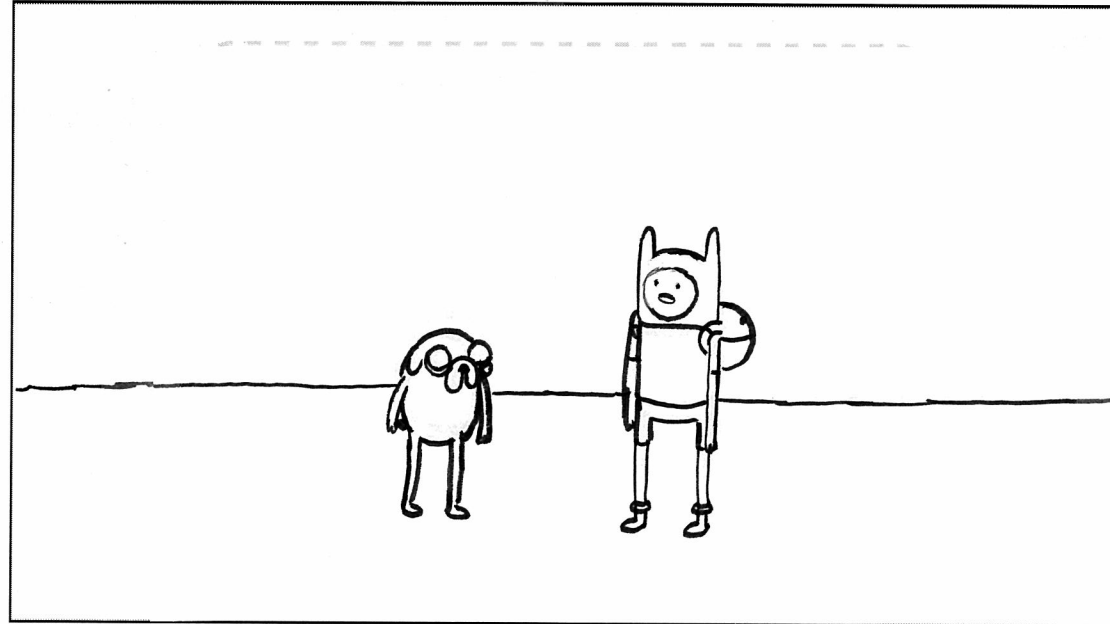
Page 183

Sc. 140

Pnl. A

Bg.

day night

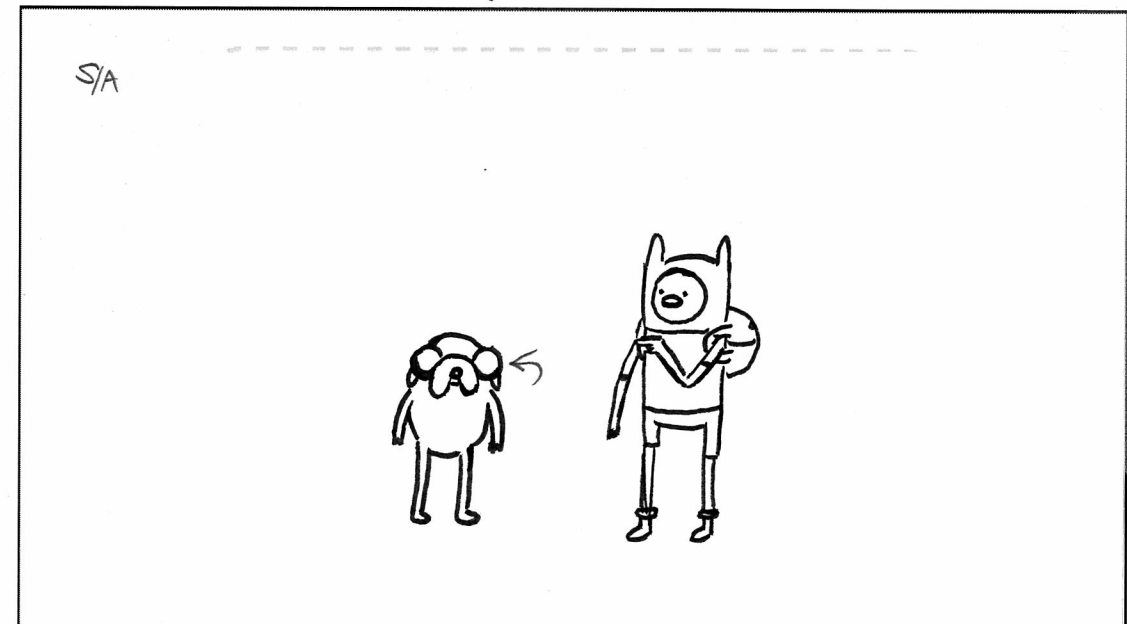


Sc. 140

Pnl. B

Bg.

day night



Dialog:

F: WAS THAT ...

F: Was that mirror always like that?

Action:

Timing:

100896
EPISODE #

Production :

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ADVENTURE TIME

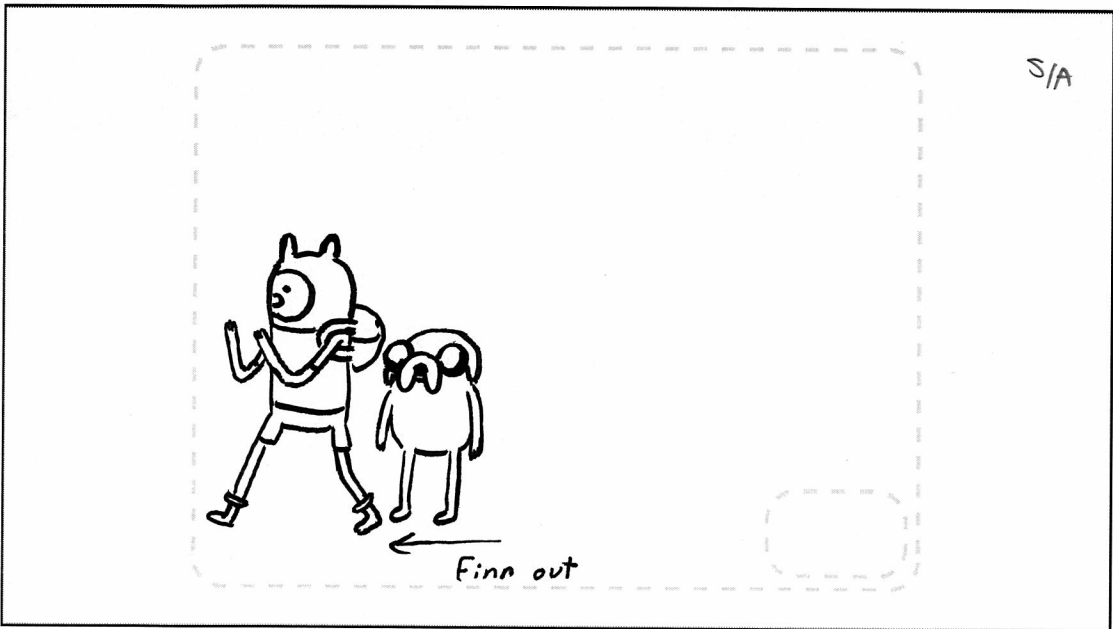


Sc. 140

Pnl. C

Bg.

day night

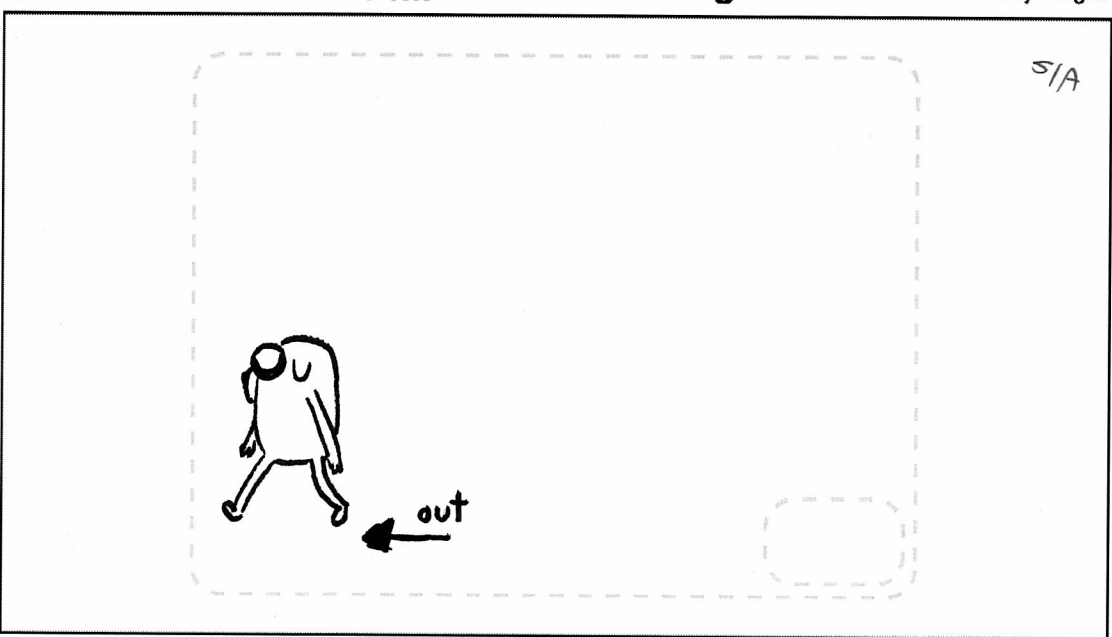


Sc. 140

Pnl. D

Bg.

day night



Dialog:	
Action: - FINN WALKS PAST JAKE GOES OFF/S	
- JAKE FOLLOWS FINN OFF/S.	
Timing:	

100896
EPISODE #
Production :

ADVENTURE TIME

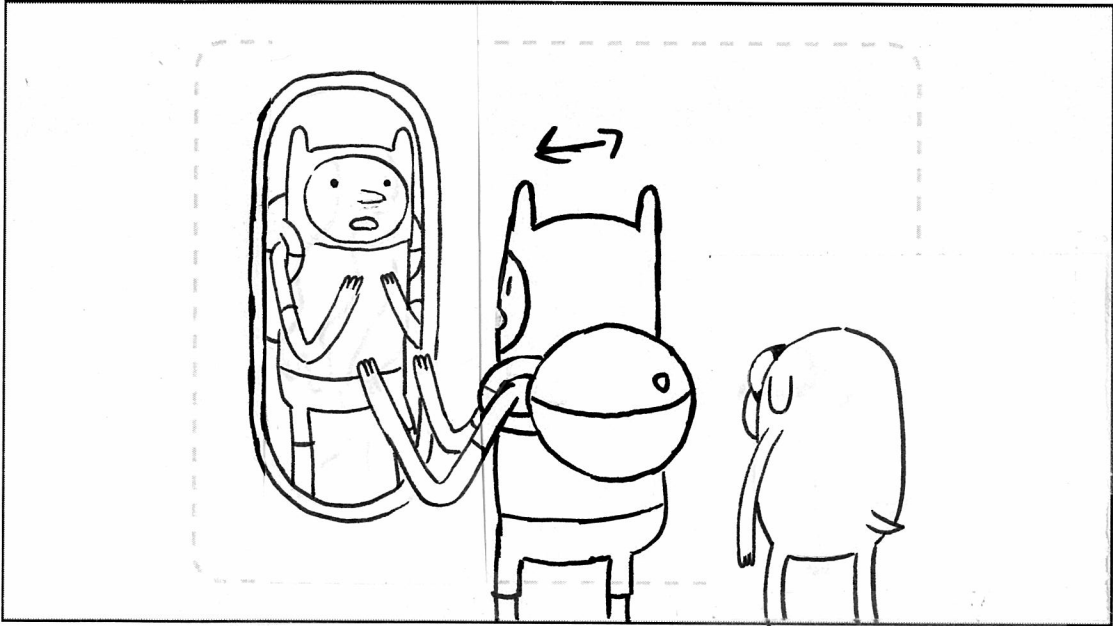


Sc. 141

Pnl. A

Bg.

day night

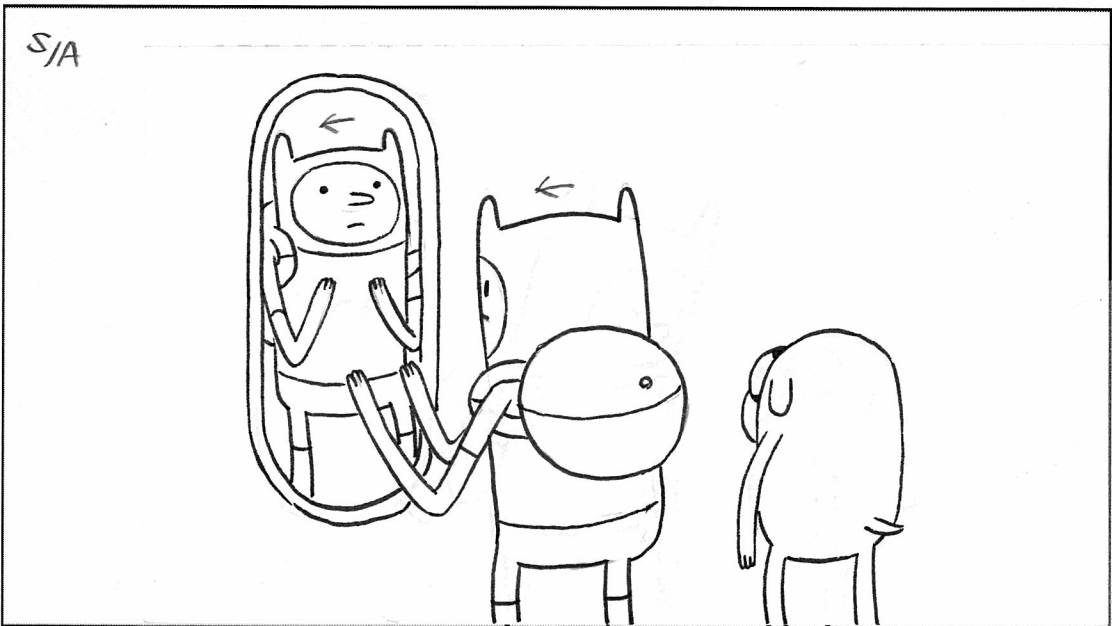


Sc. 141

Pnl. B

Bg.

day night



Dialog:

F: I'M PRETTY SURE THIS IS NOT NORMAL.

Action:

- mirror reflects incorrectly.
- Finn leans left and right.

Timing:

EPISODE # 968001

Production :

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ADVENTURE TIME



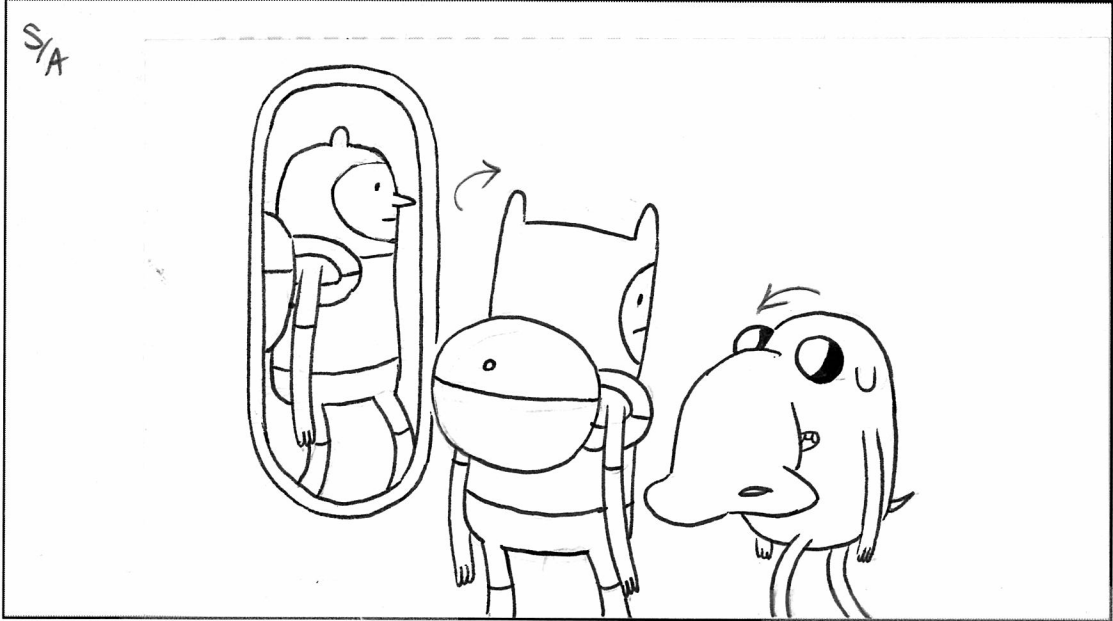
Page 186

Sc. 141

Pnl. C

Bg.

day night

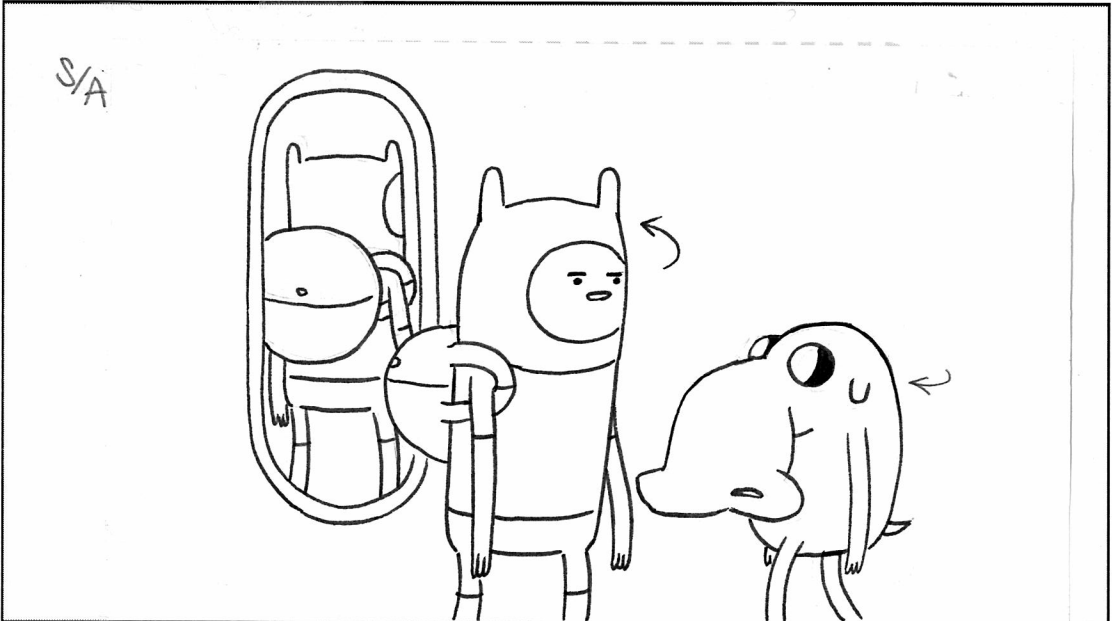


Sc. 141

Pnl. D

Bg.

day night



Dialog:

Action: -JAKE TURNS TOWARDS FINN WITH A GIANT NOSE. (2) | -FINN TURNS AWAY FROM JAKE

Timing:



EPISODE # 100896

Production :

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ADVENTURE TIME

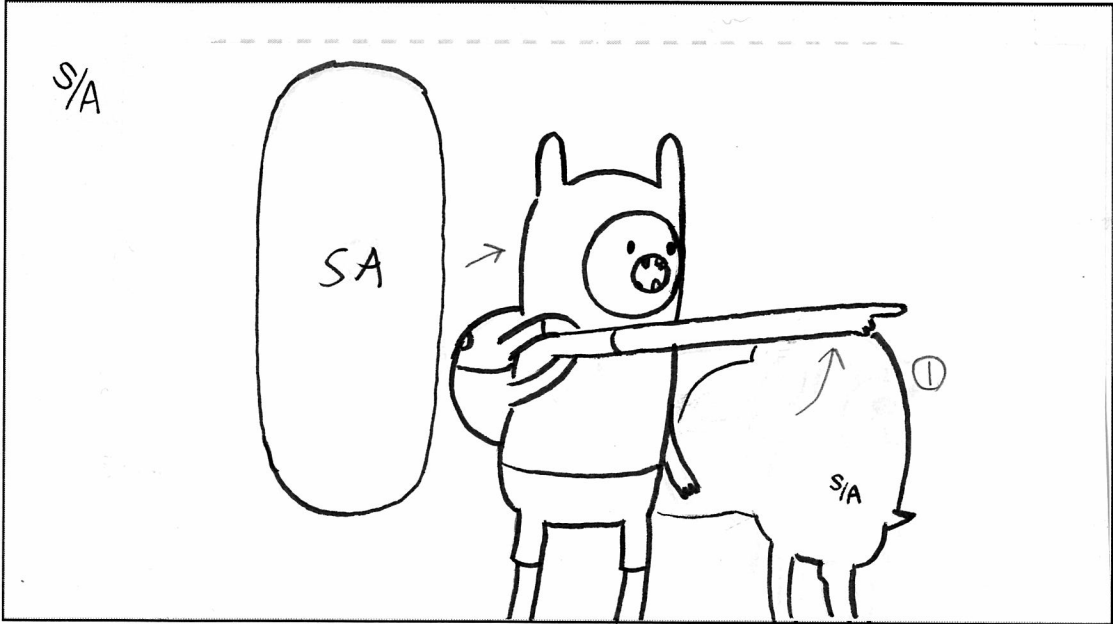


Sc. 141

Pnl. E

Bg.

day night

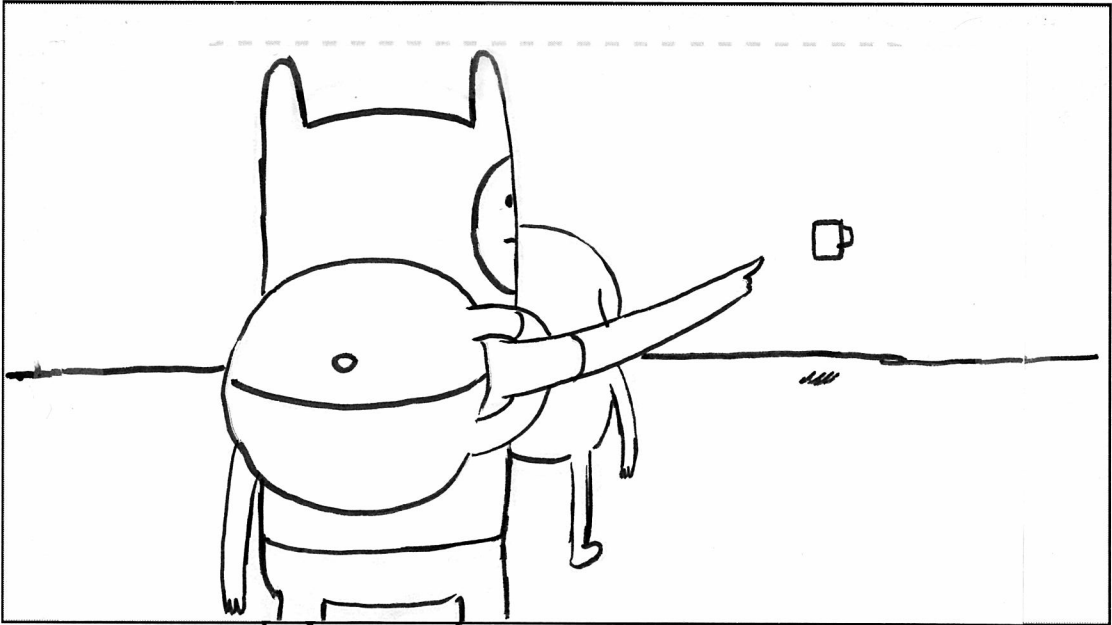


Sc. 142

Pnl. A

Bg.

day night



Dialog:

E: AH! LOOK AT THAT!

Action:

-FINN POINTS TO floating cup.

Timing:

EPISODE # 968001

Production :

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ADVENTURE TIME



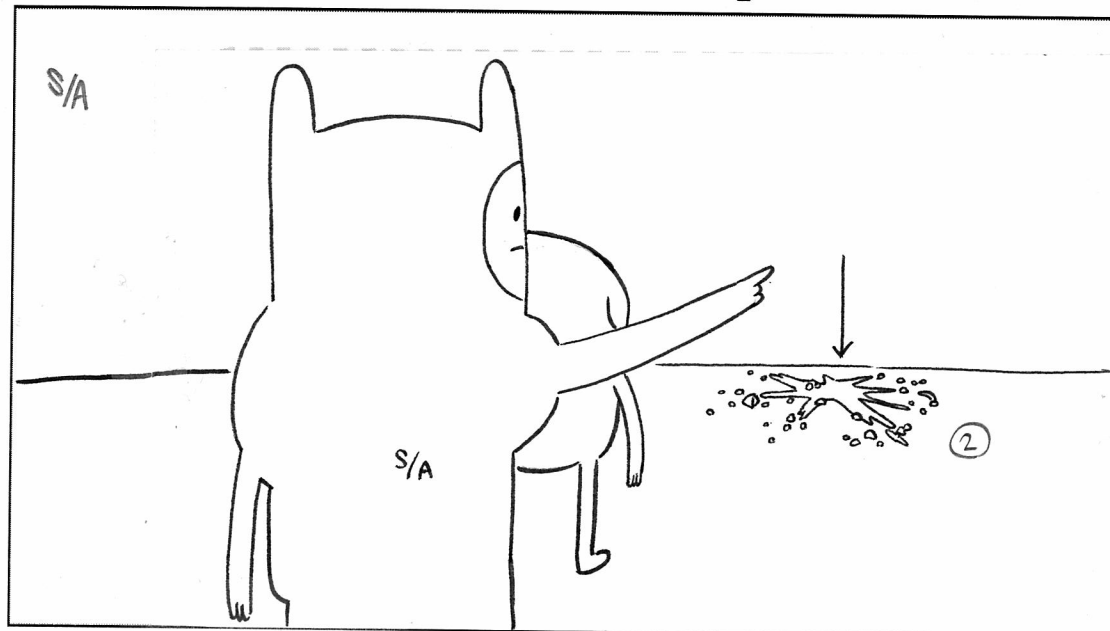
Page 188

Sc. 142

Pnl. B

Bg.

day night

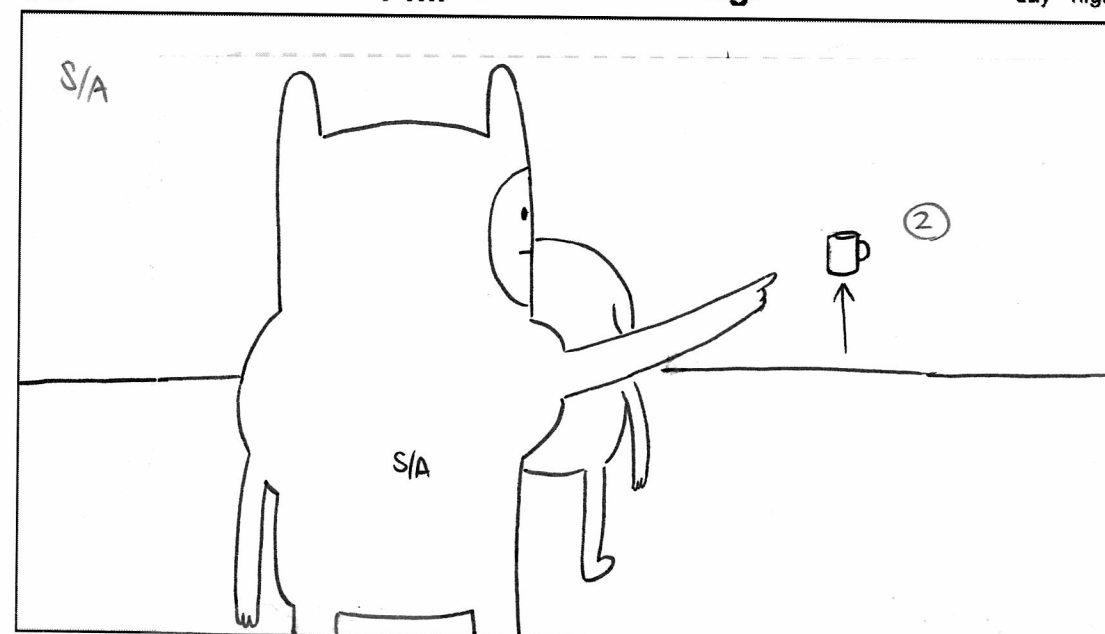


Sc. 142

Pnl. C

Bg.

day night



Dialog:

SFX: [SHATTERING]

SFX: [REVERSE SHATTERING]

Action:

- CUP FALLS TO THE GROUND AND SHATTERS.



- CUP COMES BACK TOGETHER AND FLOATS UP.
- AND FLOATS BACK UP.
- CYCLE 3X



Timing:

EPISODE # 100896

Production :

ADVENTURE TIME

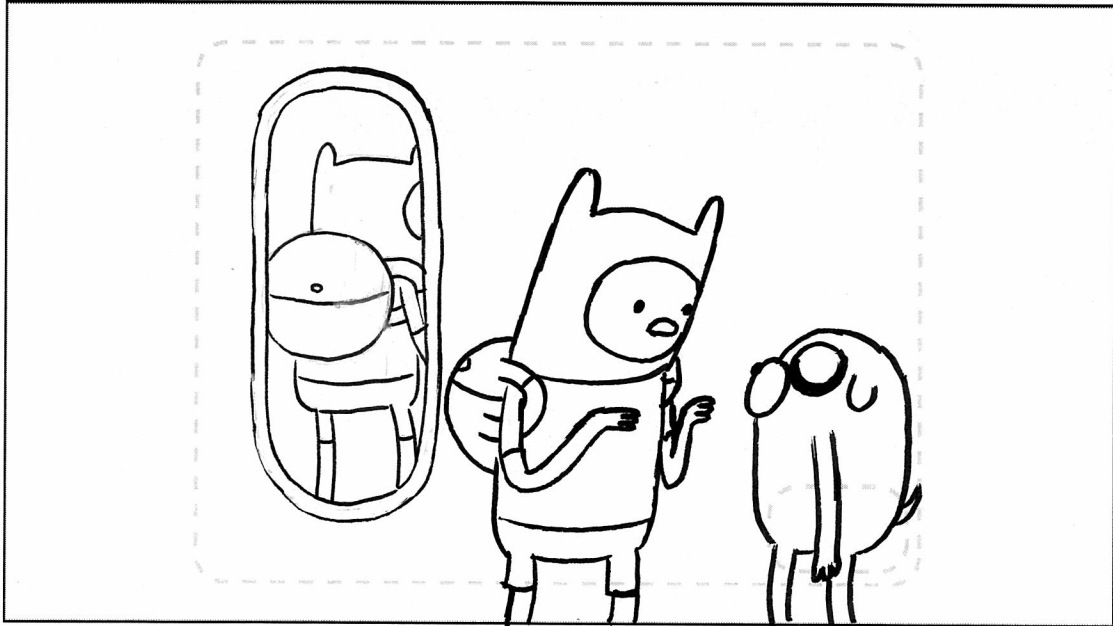


Sc. 143

Pnl. A

Bg.

day night

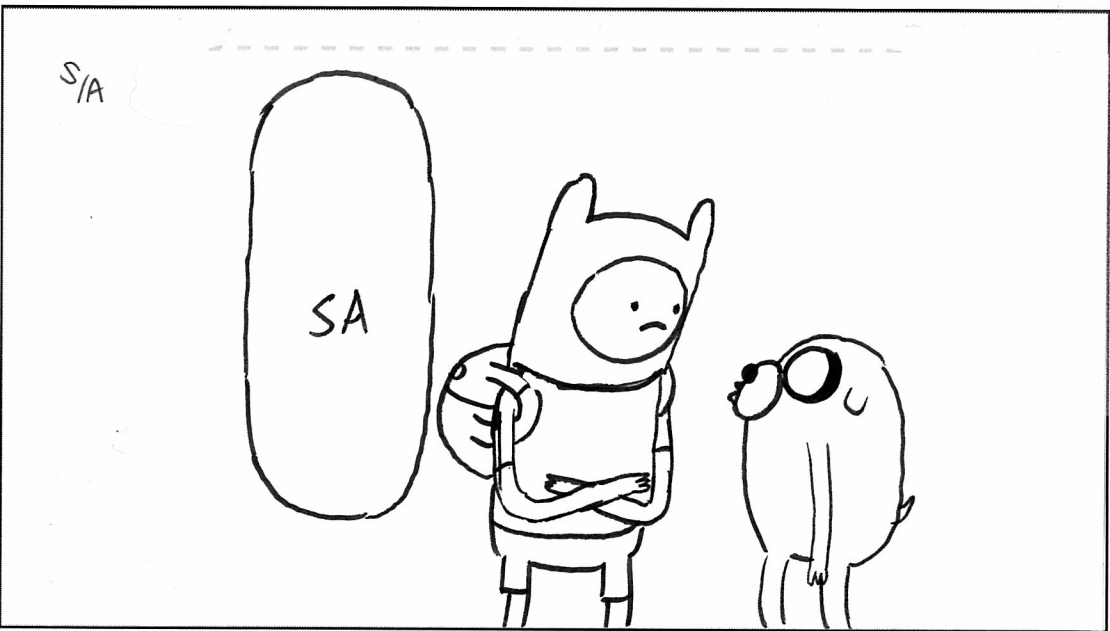


Sc. 143

Pnl. B

Bg.

day night



Dialog:

F: Jake, I think we're still dreaming.

J: No, no it's fine. It's just dream residue. Forget about it.

Action:

- FINN CRASSES HIS ARMS.

Timing:

EPISODE #

100896

Production :

ADVENTURE TIME



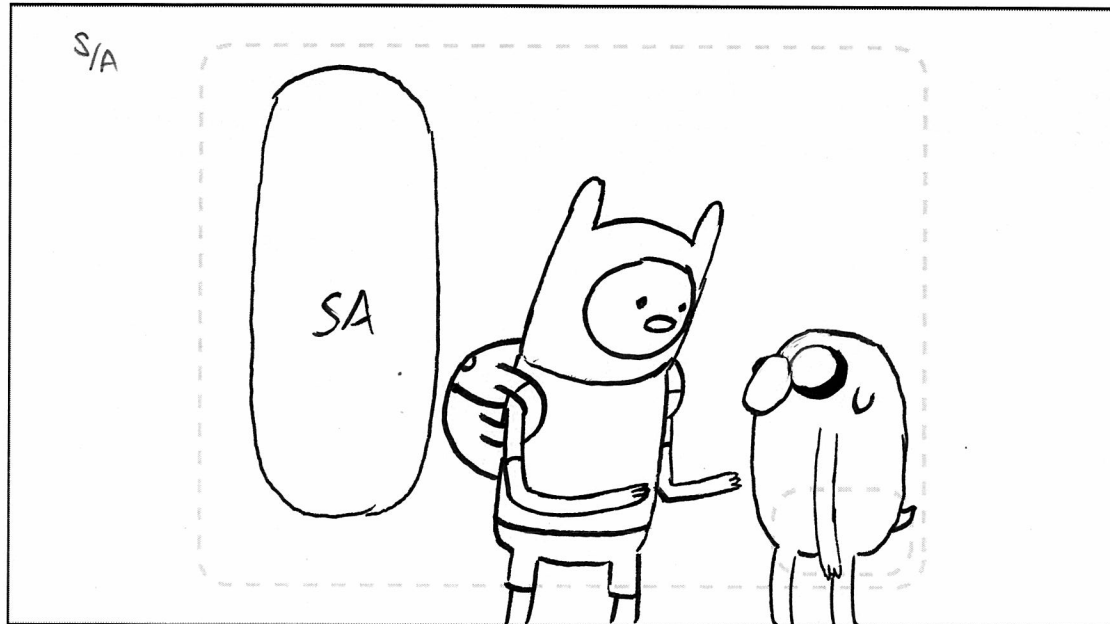
Page 190

Sc. 143

Pnl. C

Bg.

day night

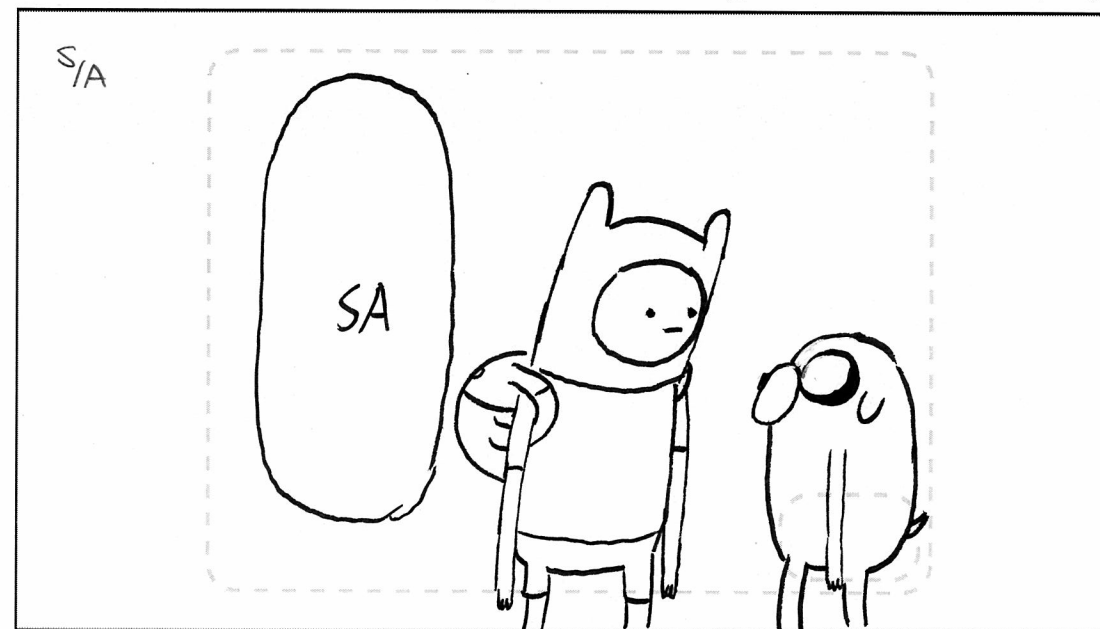


Sc. 143

Pnl. D

Bg.

day night



Dialog:

E: You sure know a LOT
about dream stuff...

Action:

Jake doesn't say anything.

Timing:

100896

EPISODE #

Production :

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ADVENTURE TIME

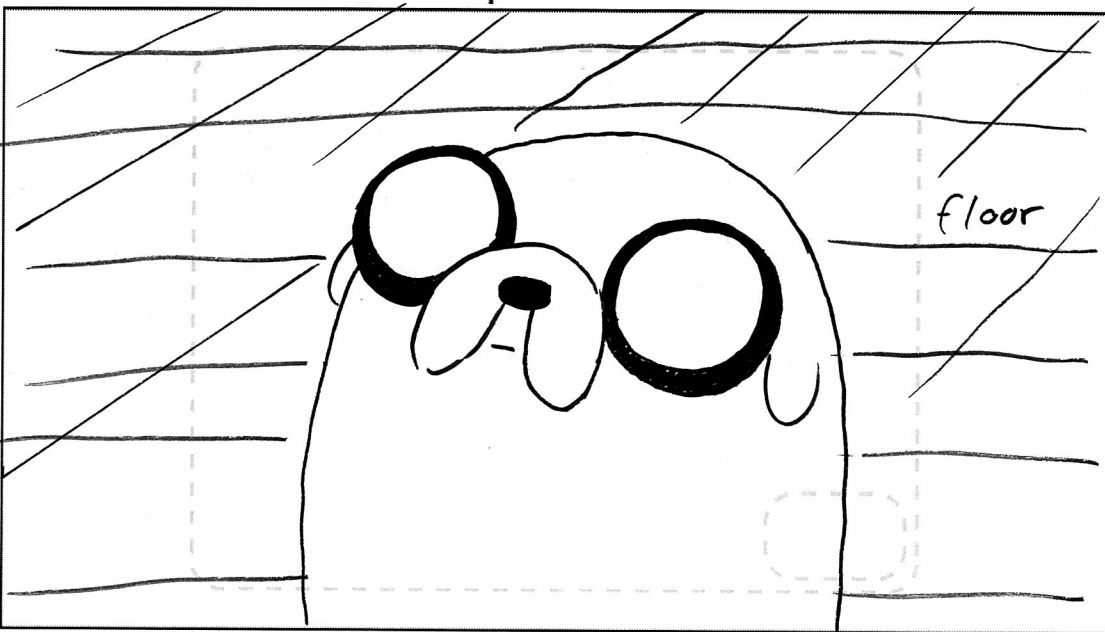


Sc. 144

Pnl. A

Bg.

day night

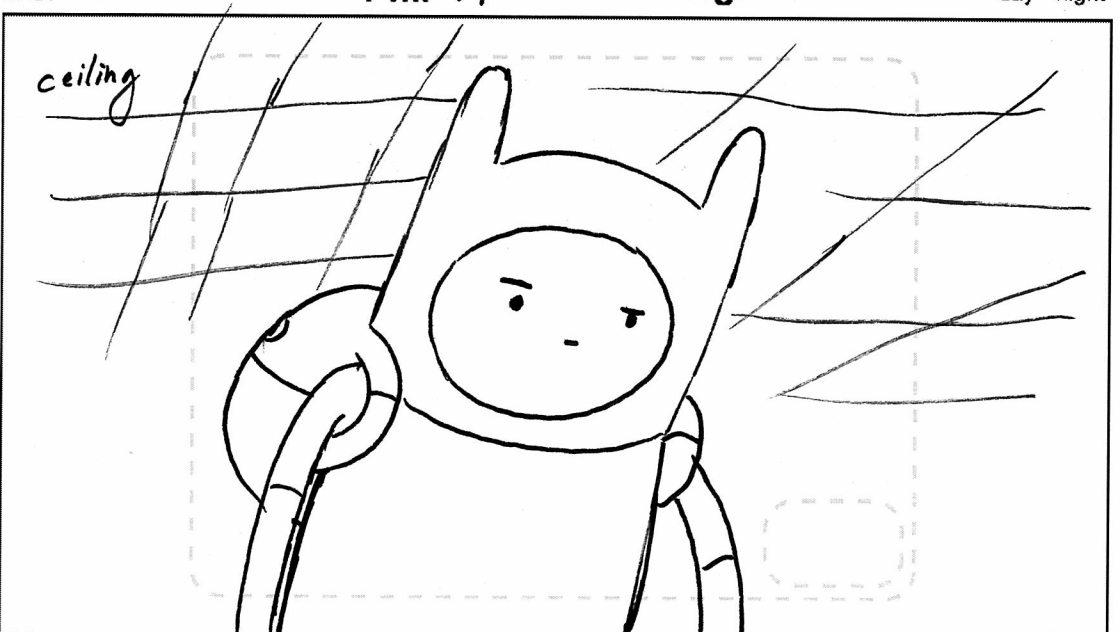


Sc. 145

Pnl. A

Bg.

day night



Dialog:	
Action: -JAKE HAS BLANK EXPRESSION	-FINN LOOKS SKEPTICAL.
Timing:	

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ADVENTURE TIME

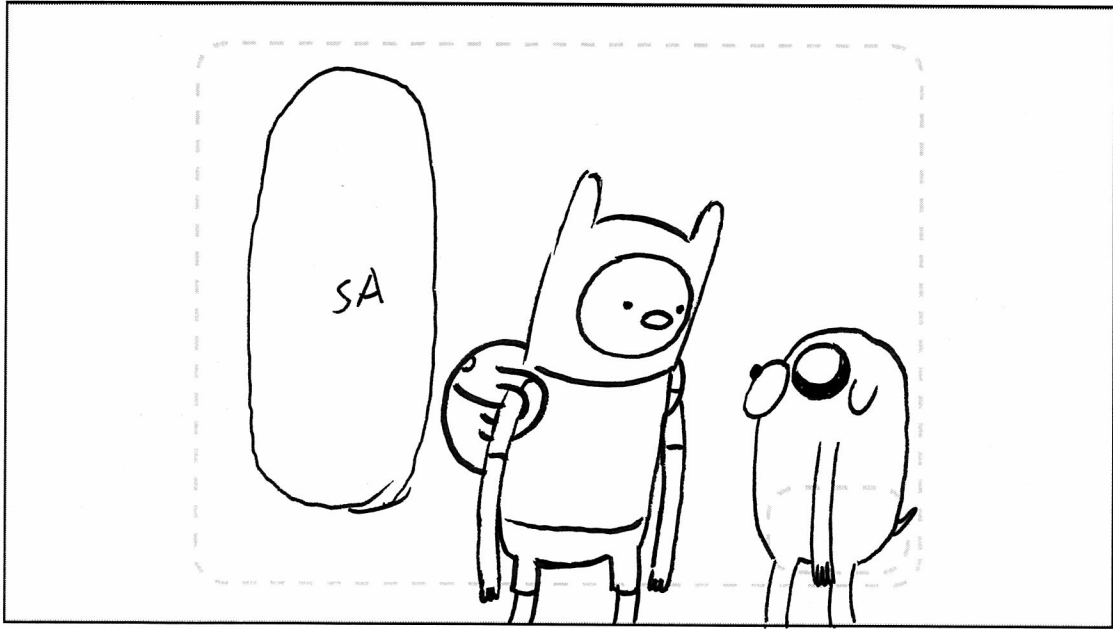


Sc. 146

Pnl. A

Bg.

day night

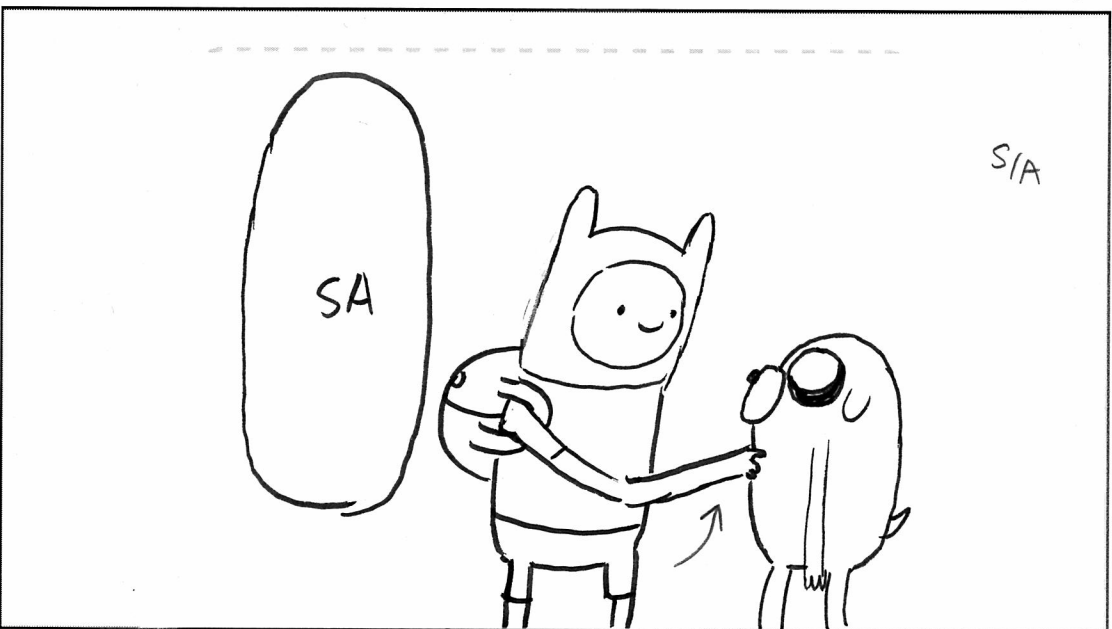


Sc. 146

Pnl. B

Bg.

day night



Dialog: F: You pinched me earlier
... but I never pinched You.

Action: -Finn tries to pinch Jake.

Timing:

968001
EPISODE #
Production :

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ADVENTURE TIME

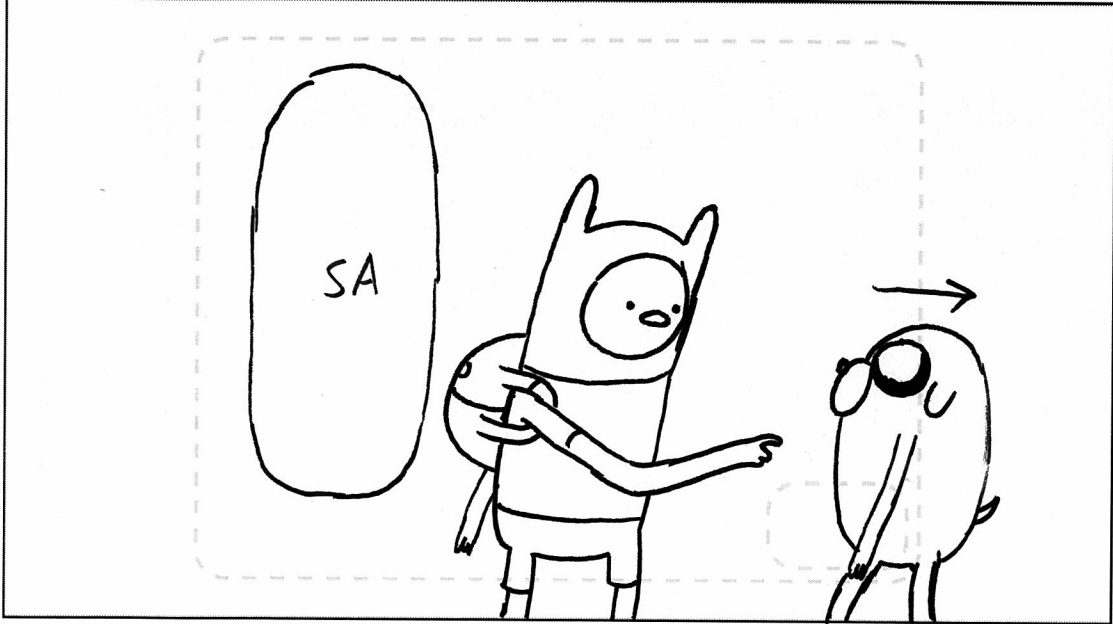


Sc. 146

Pnl. C

Bg.

day night

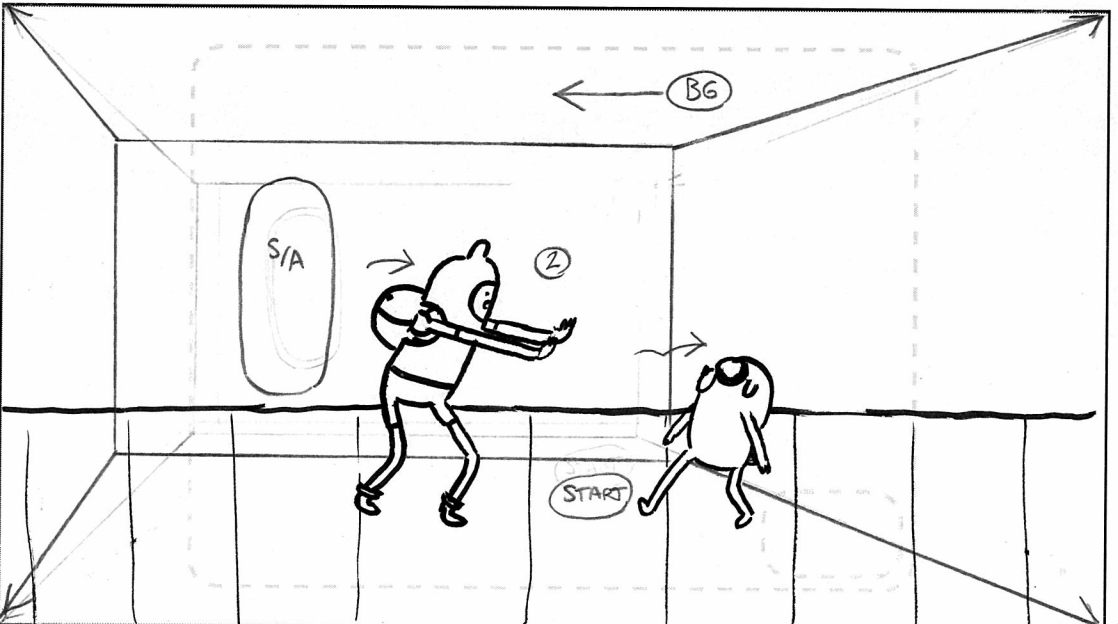


Sc. 146

Pnl. D

Bg.

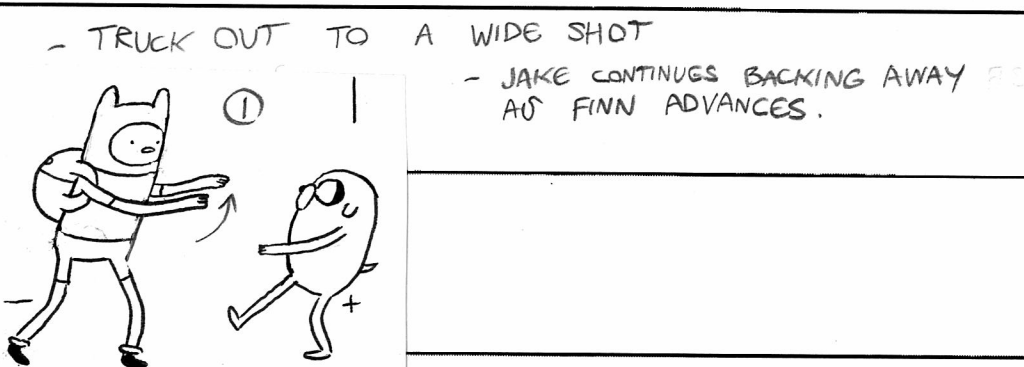
day night



Dialog:

Action: - JAKE BACKS AWAY FROM FINN.

Timing:



- TRUCK OUT TO A WIDE SHOT

- JAKE CONTINUES BACKING AWAY AS FINN ADVANCES.

Stop

EPISODE #

Production :

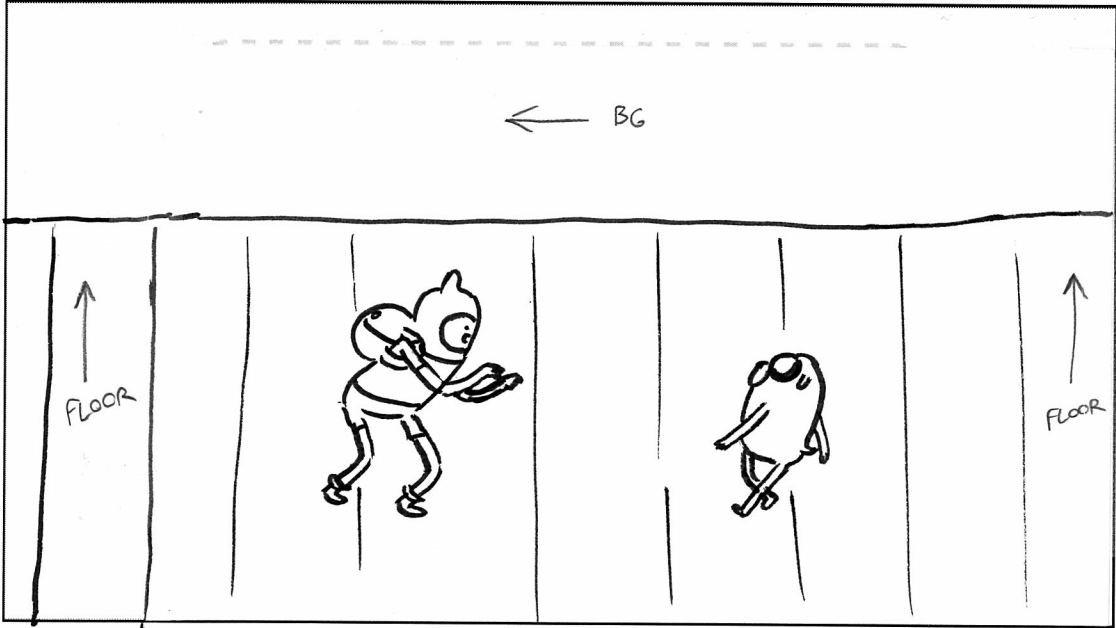
100896

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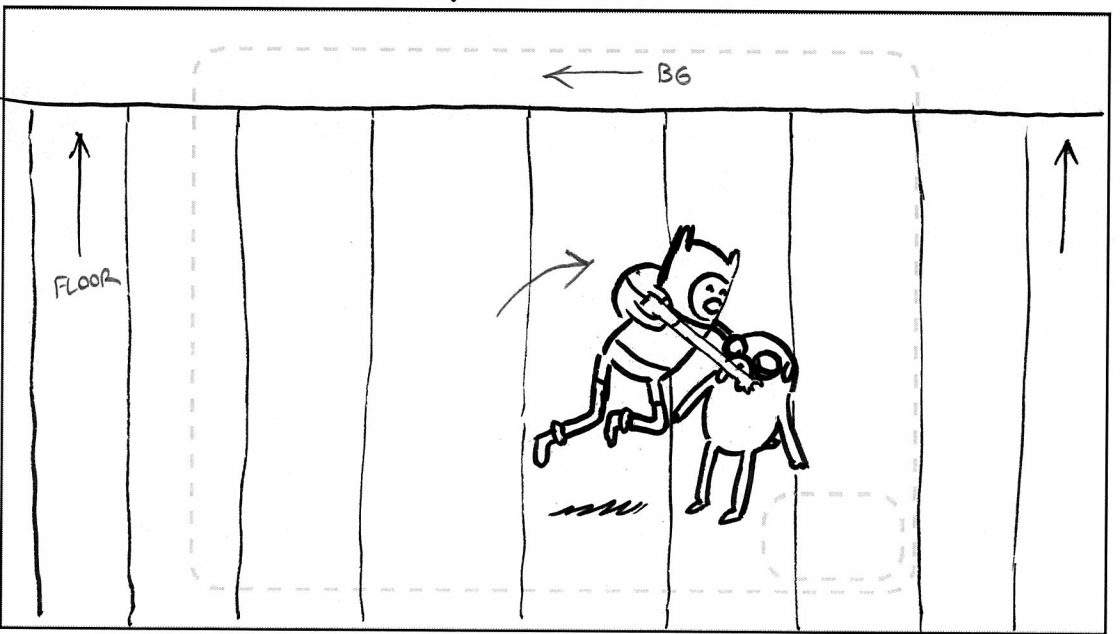
ADVENTURE TIME



Sc. 146 Pnl. E Bg. day night



Sc. 146 Pnl. F Bg. day night



Dialog:	
Action: - PAN w/ F+J - GROUND PANS UPWARD UNNATURALLY.	
Timing:	

- Finn jumps at Jake to pinch him.

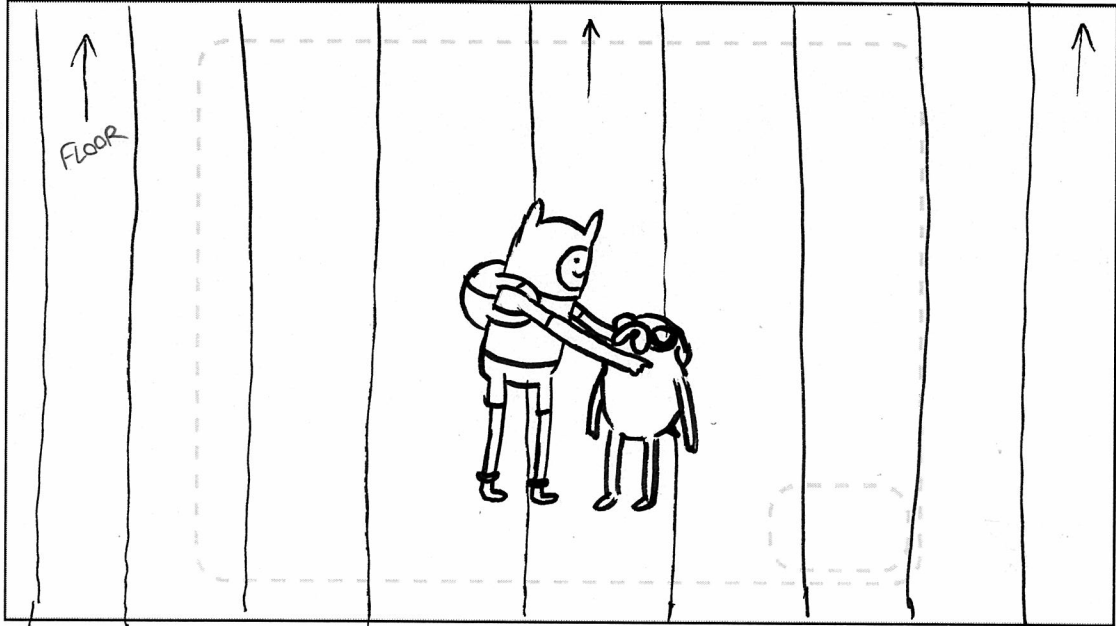
968001
EPISODE #
Production :

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ADVENTURE TIME



Sc. 146 Pnl. G Bg. day night



Sc. 147 Pnl. A Bg. day night



Dialog:	J: EVERYTHING'S NORMAL ...
Action:	- FINN CATCHES UP TO JAKE. - FINN HOLDS JAKE'S FACE.
Timing:	

100896

EPISODE #

Production :

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ADVENTURE TIME

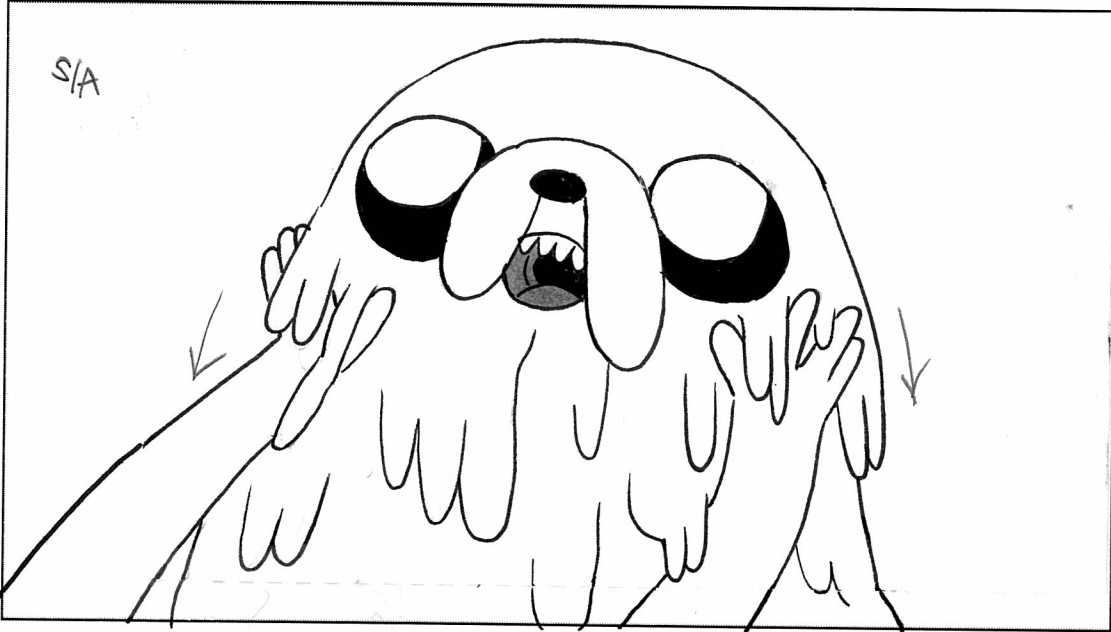


Sc. 147

Pnl. B

Bg.

day night



Sc. 147

Pnl. C

Bg.

day night



Dialog:

J:

NORMAL...

Action:

- JAKE STARTS TO MELT LIKE ICE CREAM.

- JAKE'S BODY MELTS AWAY TO REVEAL A SKELETON.

Timing:

EPISODE # 100896

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ADVENTURE TIME

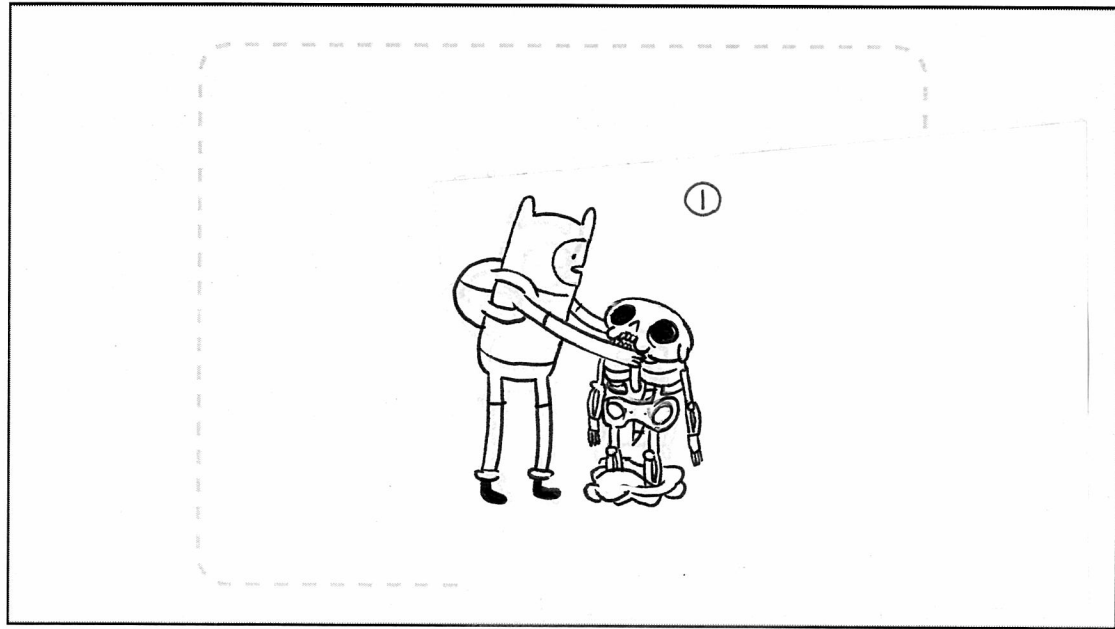


Sc. 148

Pnl. A

Bg.

day night

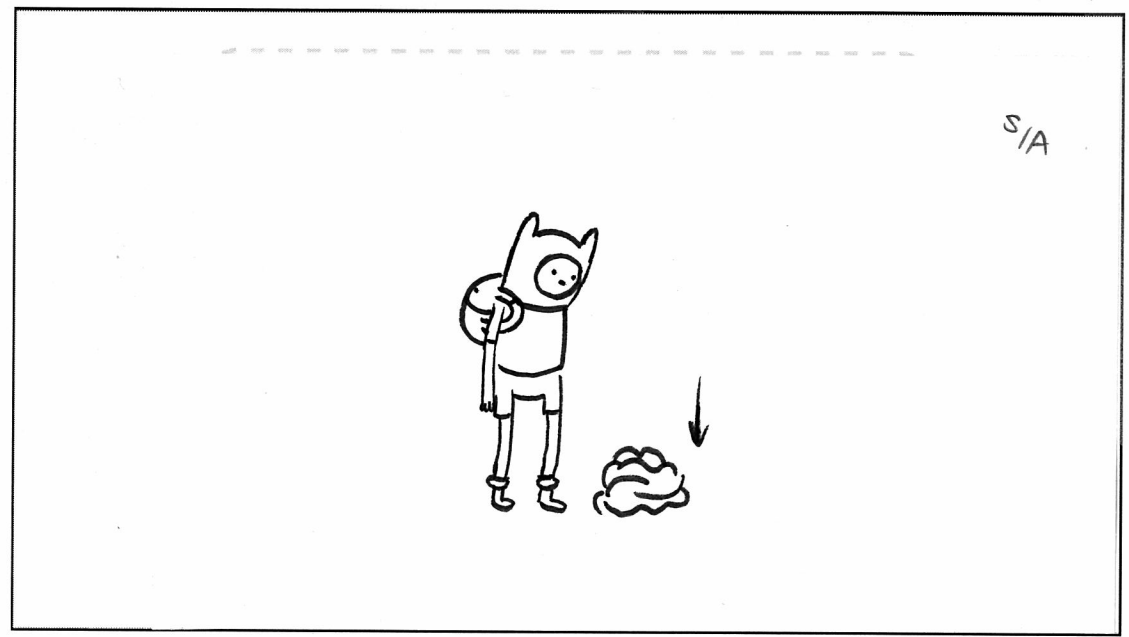


Sc. 148

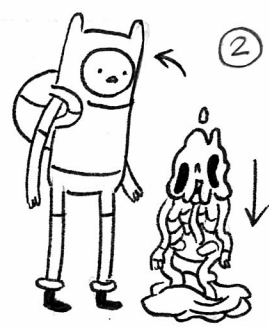
Pnl. B

Bg.

day night



Dialog:	
SFX: * SHLOOP! *	
Action:	- Jake's SKELETON ripples AND MELTS INTO A PUDDLE
Timing:	



100896

EPISODE #

Production :

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ADVENTURE TIME

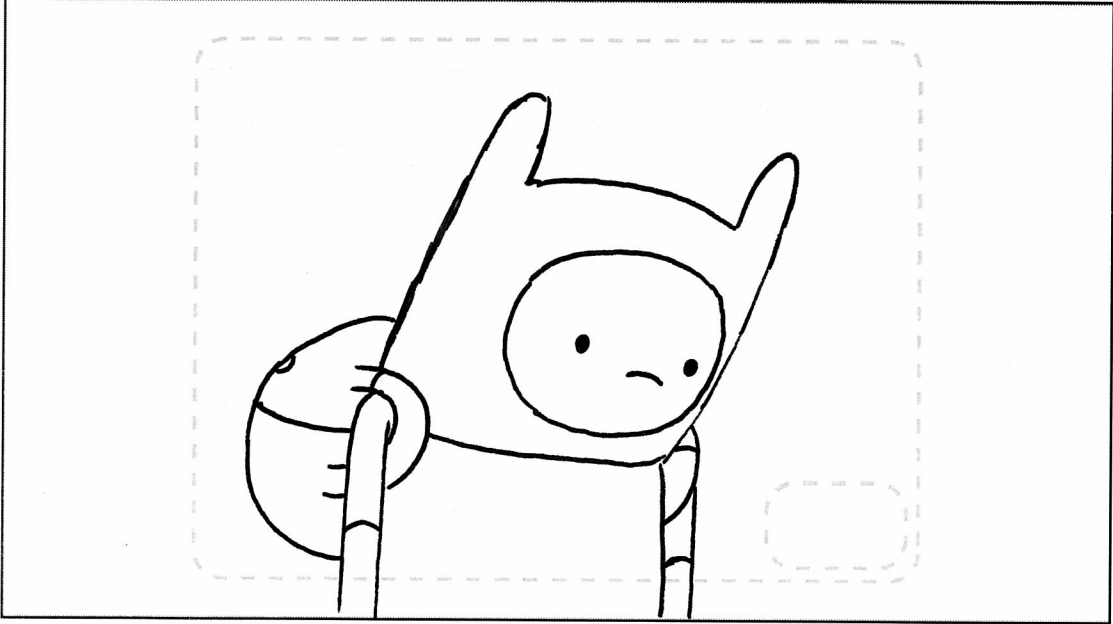


Sc. 149

Pnl. A

Bg.

day night

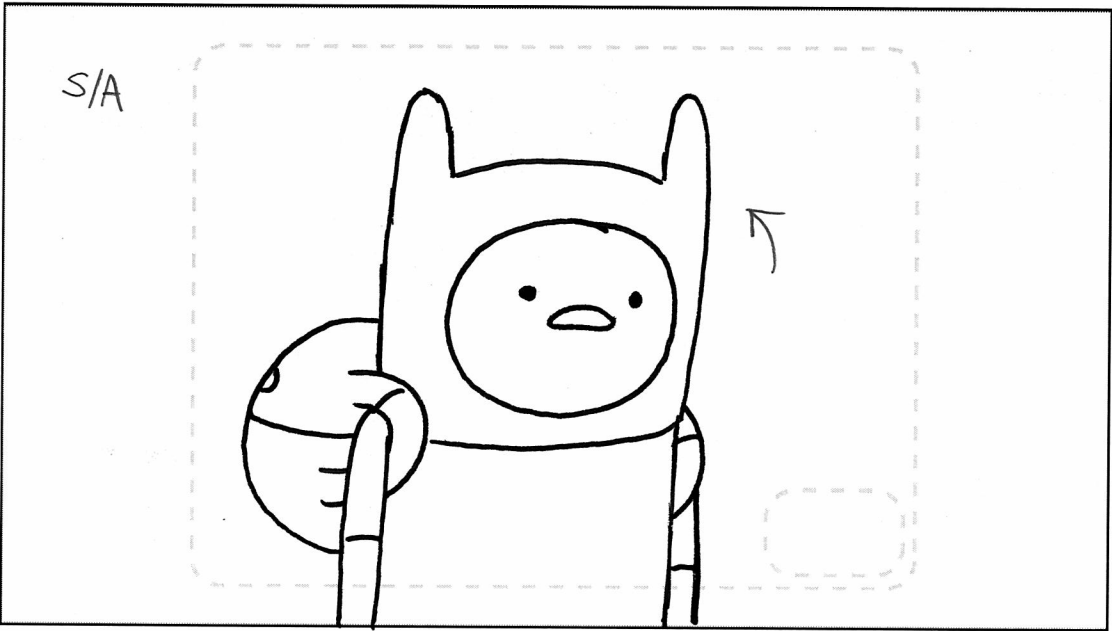


Sc. 149

Pnl. B

Bg.

day night



Dialog:	<u>F</u> : It's still a dream.
Action:	
Timing:	

Production :

EPISODE #

100896

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ADVENTURE TIME



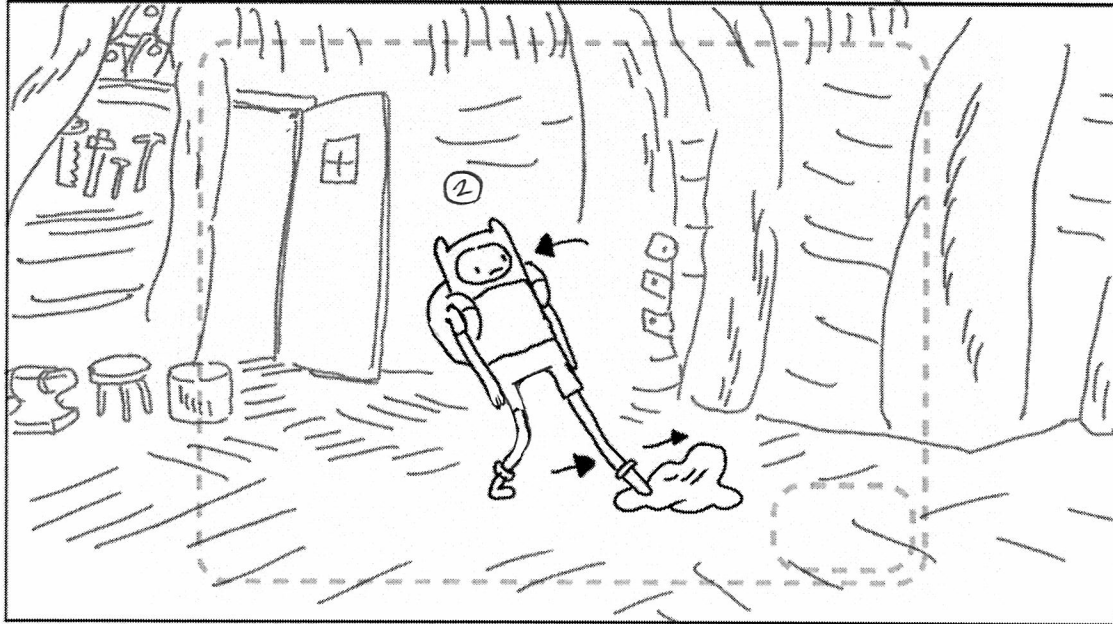
Page 199

Sc. 150

Pnl. A

Bg.

day night

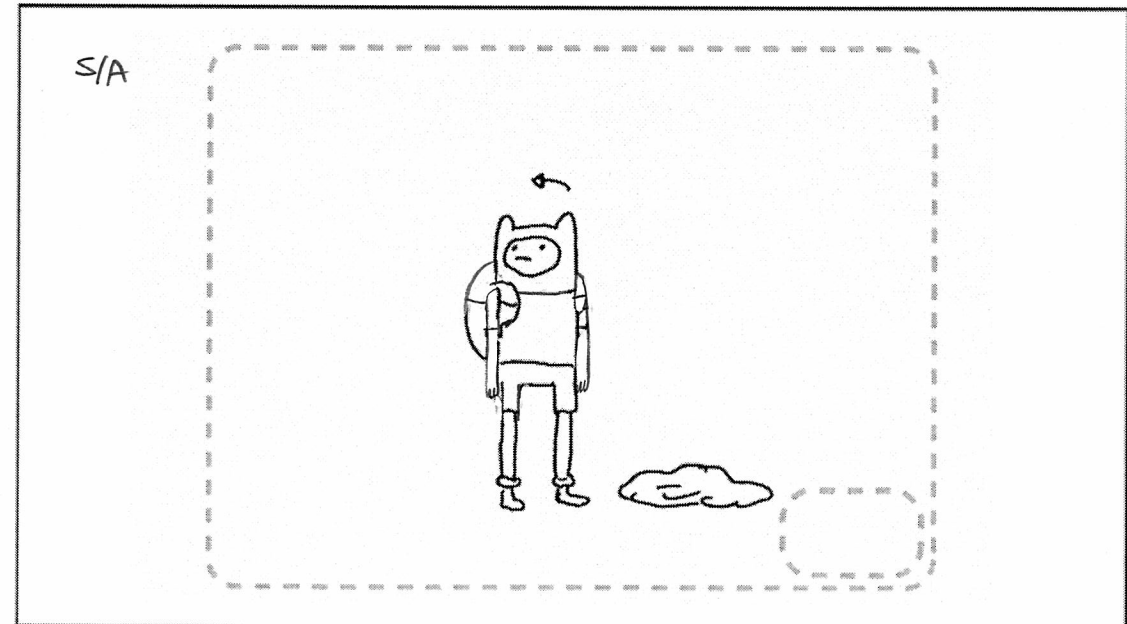


Sc. 150

Pnl. B

Bg.

day night



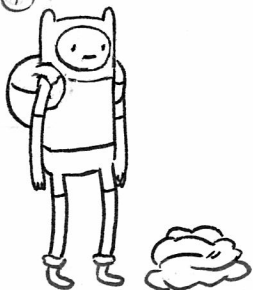
Dialog:

F: HMM...

Action: ①

-FINN NUDGES JAKE-PILE WITH FOOT.

Timing:



EPISODE # 100896

Production :

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ADVENTURE TIME

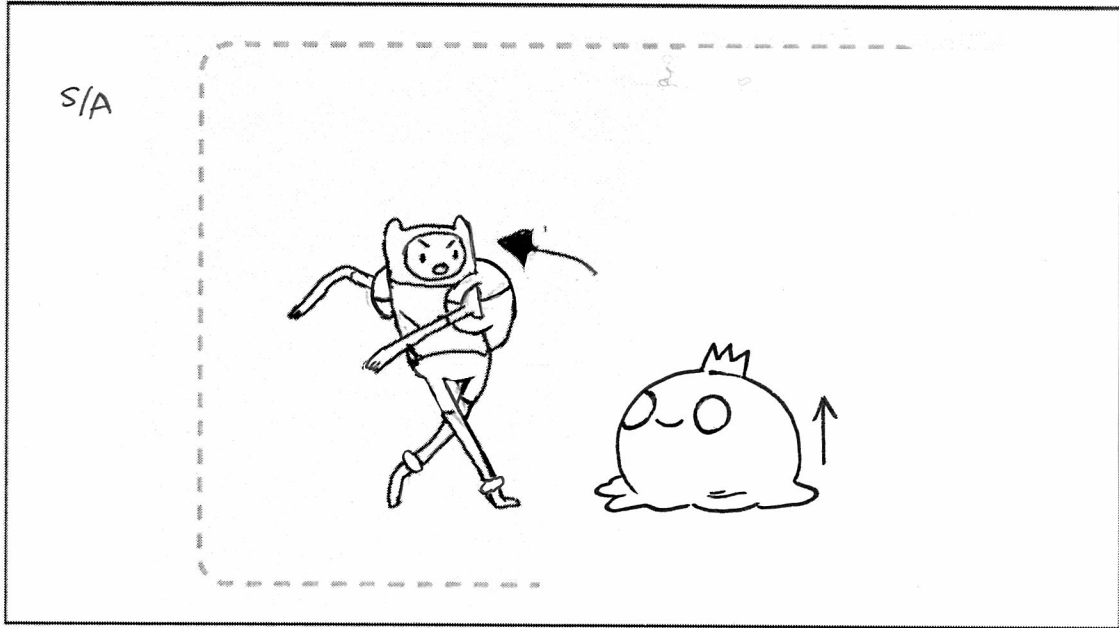


Sc. 150

Pnl. C

Bg.

day night



Sc. 151

Pnl. A

Bg.

day night



Dialog:

FINN: HUH?

WK: [GENIAL LAUGHTER]

Action:

- WORM KING'S HEAD RISES FROM PUDDLE
- FINN STEPS BACK.
- BG COLORS SUDDENLY SHIFT AS HEAD RISES

- WORM KING'S HEAD RISES ON/S.

Timing:

EPISODE # 100896

Production :

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ADVENTURE TIME



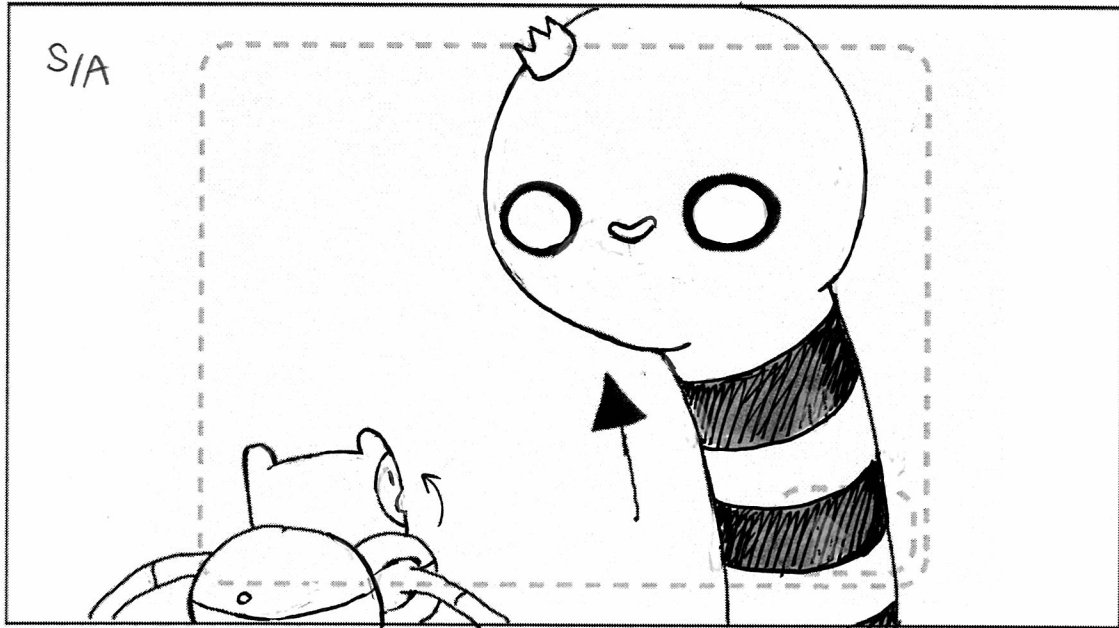
Page 201

Sc. 151

Pnl. B

Bg.

day night

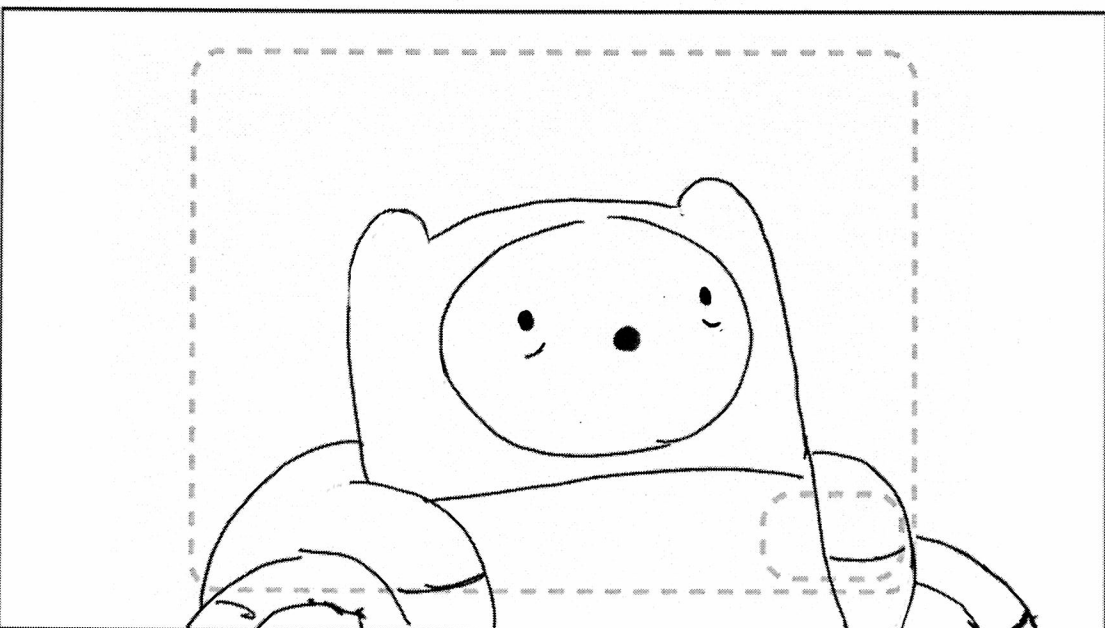


Sc. 152

Pnl. A

Bg.

day night



Dialog:

WK: [CHUCKLING CONTINUES]

Action:

- WORM KING LOOMS ABOVE FINN.
- FINN FOLLOWS WORM KING'S GROWTH.

Timing:

EPISODE # 1008 96

Production :

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ADVENTURE TIME

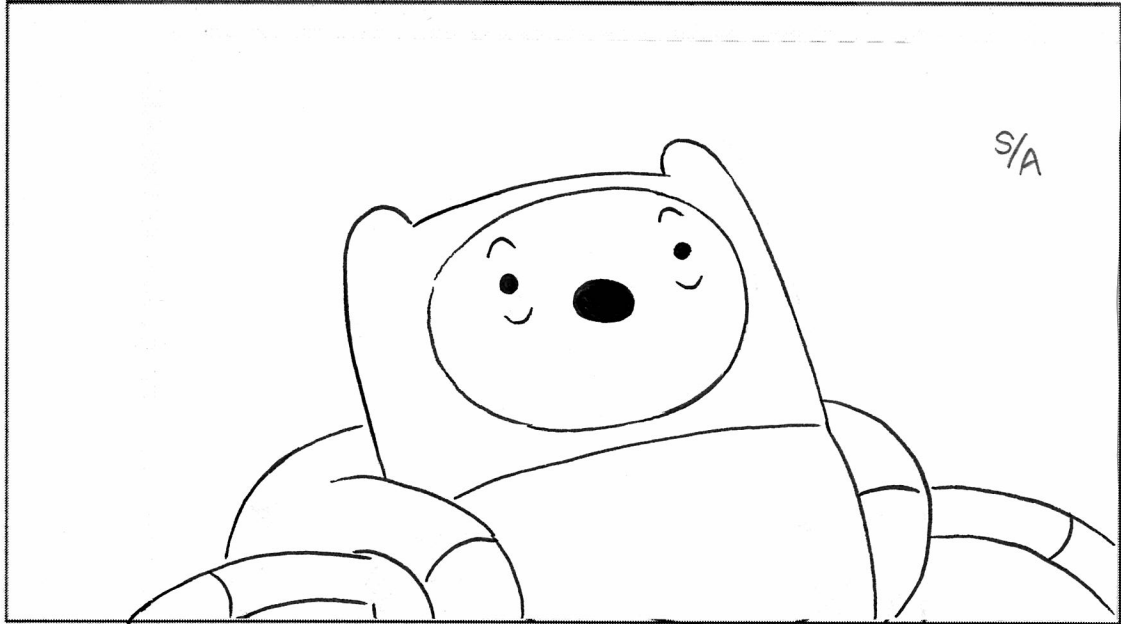


Sc. 152

Pnl. B

Bg.

day night

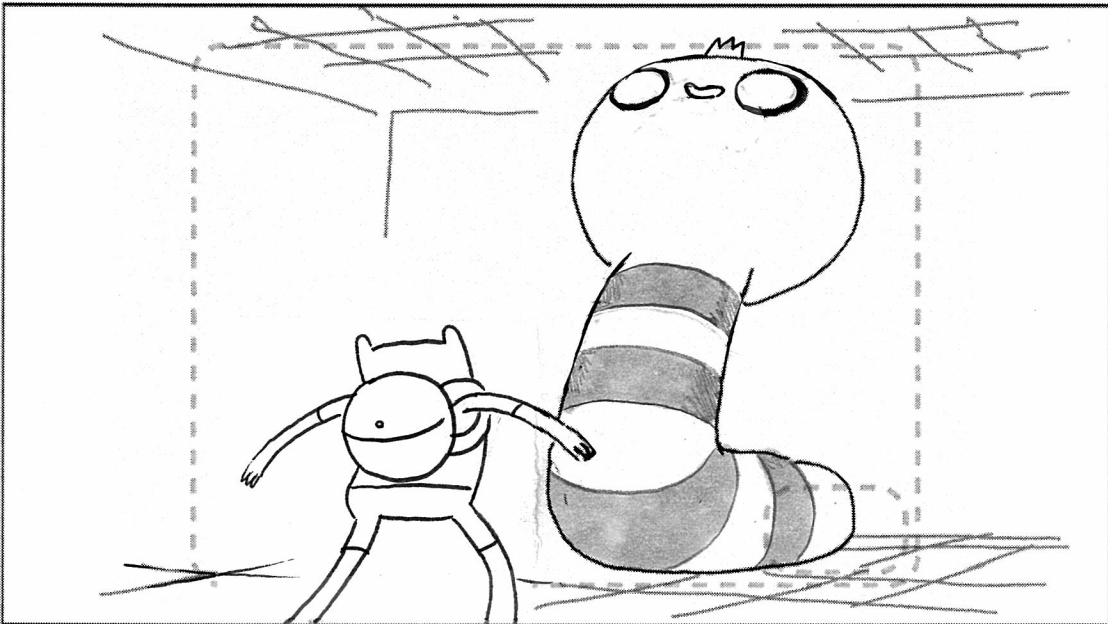


Sc. 153

Pnl. A

Bg.

day night



<p>Dialog:</p> <p><u>F</u>: [GASP]</p>	<p><u>WORM KING</u>: HEY, GUYS ...</p>
<p>Action:</p>	
<p>Timing:</p>	

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ADVENTURE TIME

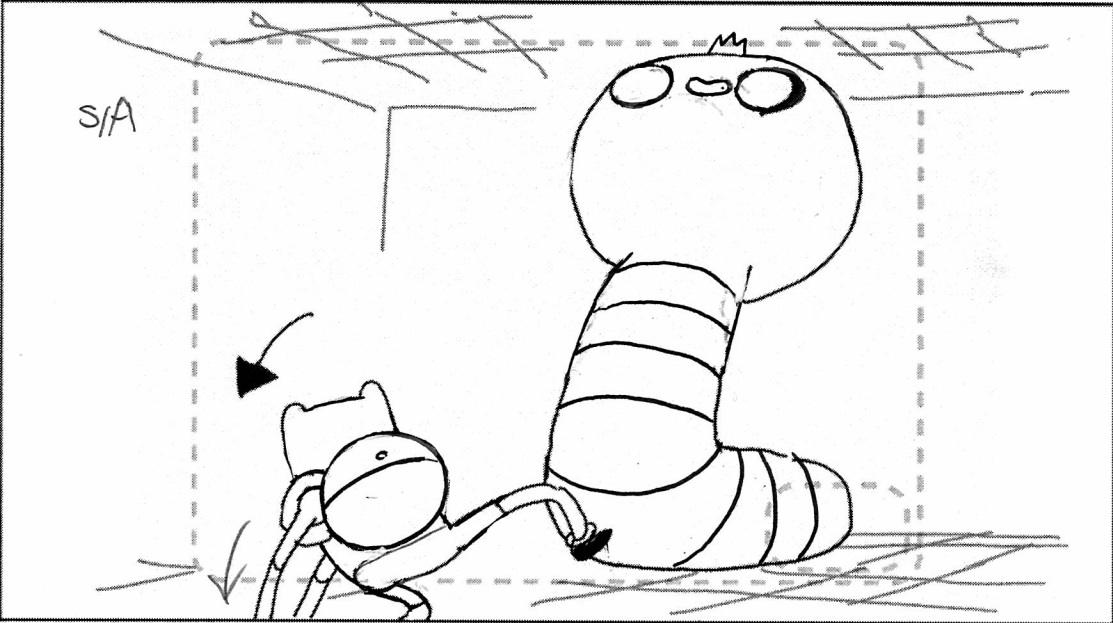


Sc. 153

Pnl. B

Bg.

day night

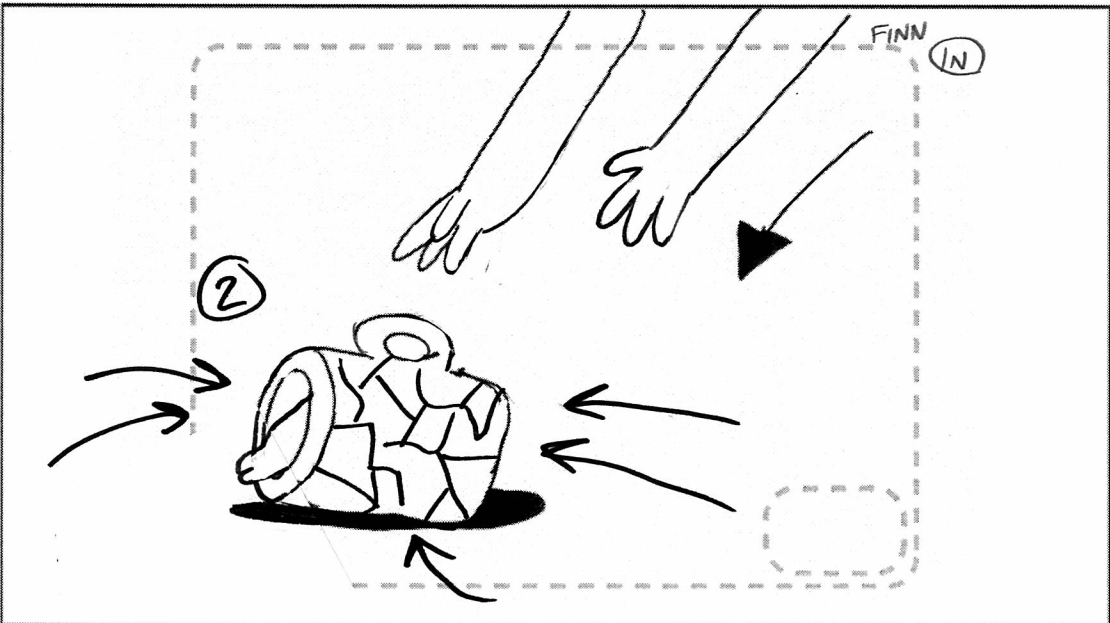


Sc. 154

Pnl. A

Bg.

day night



Dialog:

WORM KING : [CHUCKLING]

Action:

- FINN REACHES
BEHIND HIM.

Timing:



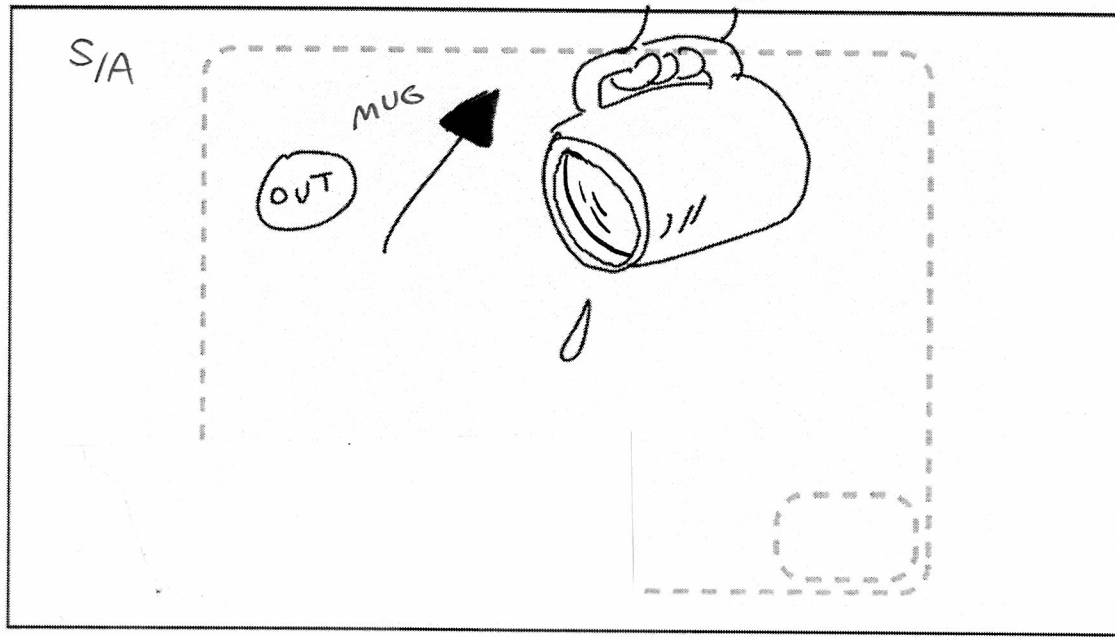
- CUP PIECES FORM TOGETHER
AND LIQUID GOES IN CUP.
- FINN REACHES FOR MUG.

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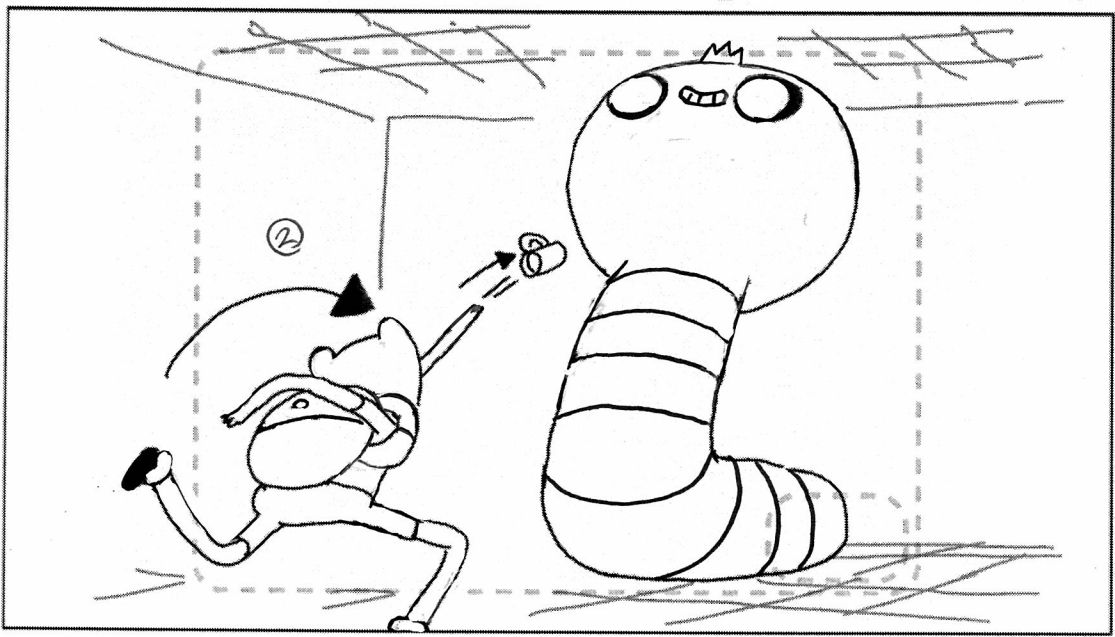
ADVENTURE TIME




Sc. 154 Pnl. B Bg. day night



Sc. 155 Pnl. A Bg. day night



Dialog:	
F: HYUH!	
Action:	
-FINN PICKS UP MUG AND PULLS IT OFF/S.	-FINN HURLS CUP AT WORM KING'S HEAD.
Timing:	
	

EPISODE # 1008-96

Production :

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ADVENTURE TIME

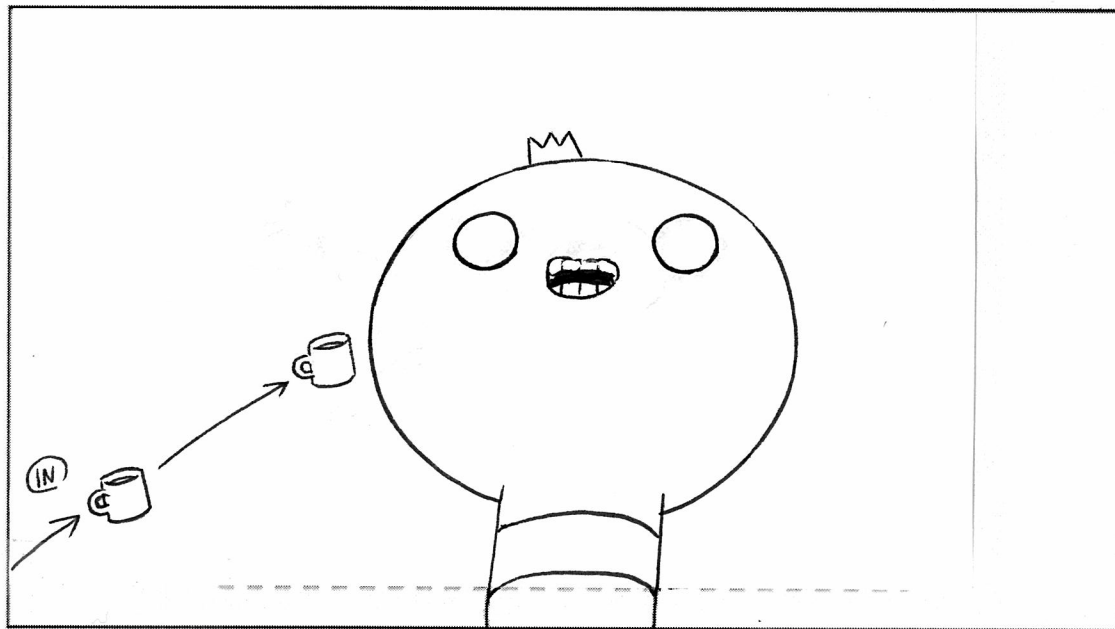


Sc. 156

Pnl. A

Bg.

day night

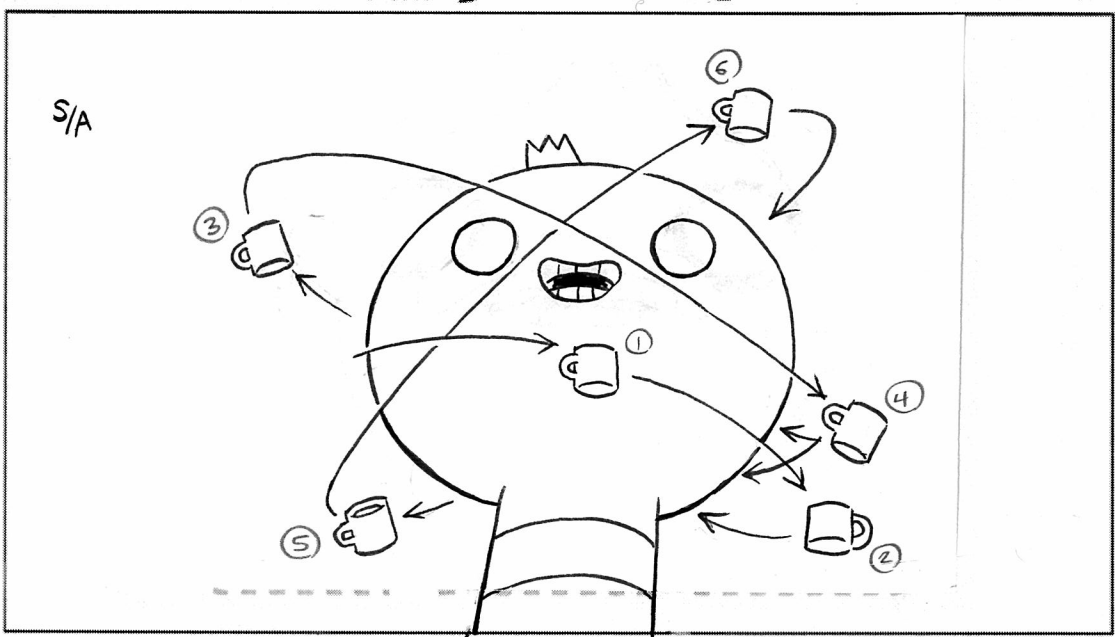


Sc. 156

Pnl. B

Bg.

day night



Dialog:	
<u>WK</u> : HEH-HEH.	<u>SFX</u> : *VIP-VIP-VIP-VIP*
Action:	
- MUG FLIES ON/S TOWARDS WORM KING'S HEAD.	- MUG STOPS BEFORE HITTING WORM KING. - MUG WHIPS AROUND WORM KING'S HEAD LIKE AN ELECTRON ORBITING A NUCLEUS.
Timing:	

10 08 9'6

EPISODE #

Production :

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ADVENTURE TIME



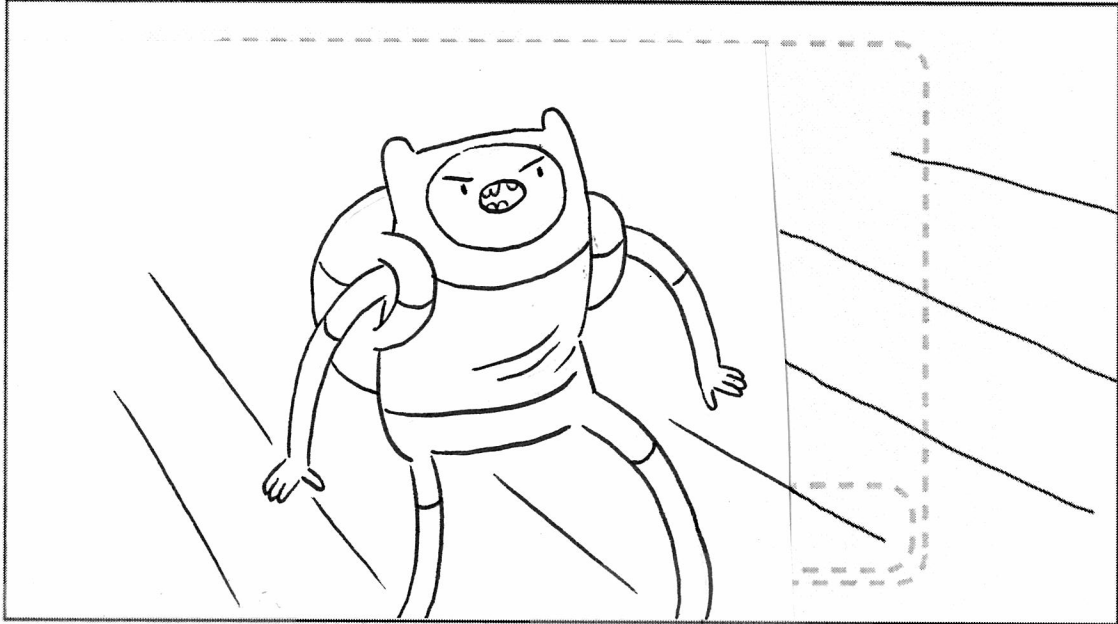
Page 206

Sc. 157

Pnl. A

Bg.

day night

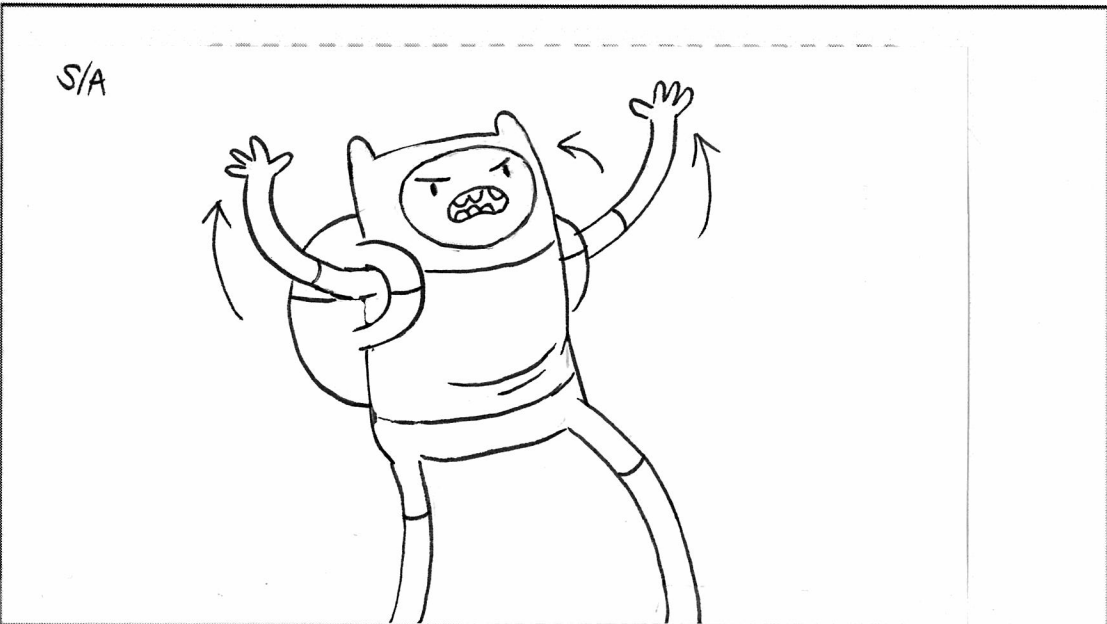


Sc. 157

Pnl. B

Bg.

day night



Dialog:

F: WORM KING!

F: WHY'RE YOU JANKING
UP MY DREAMSCAPE!?!/

Action:

Timing:

EPISODE # 10 08 96

Production :

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ADVENTURE TIME



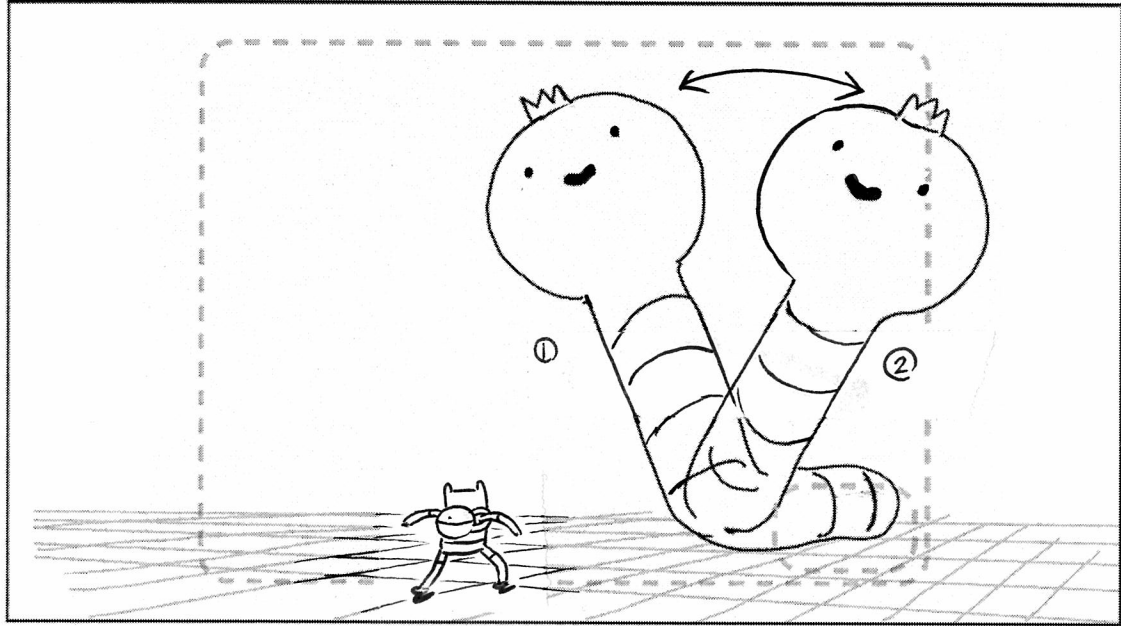
Page 207

Sc. 158

Pnl. A

Bg.

day night

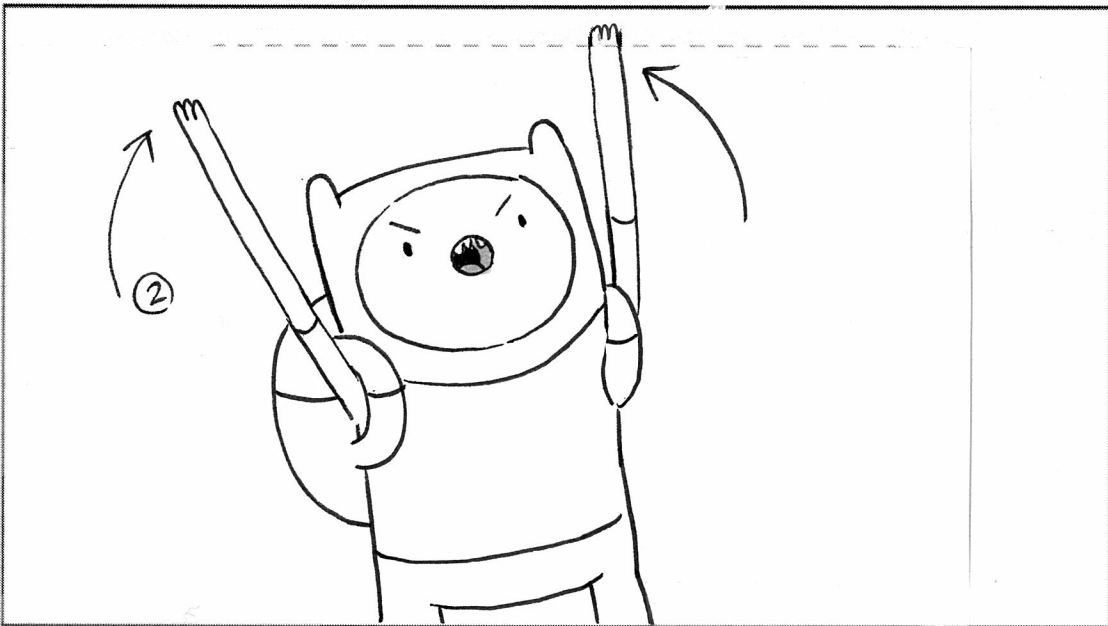


Sc. 159

Pnl. A

Bg.

day night



Dialog:

WK (A) LISTEN, (B) DON'T WORRY (C) ABOUT it.

Action:

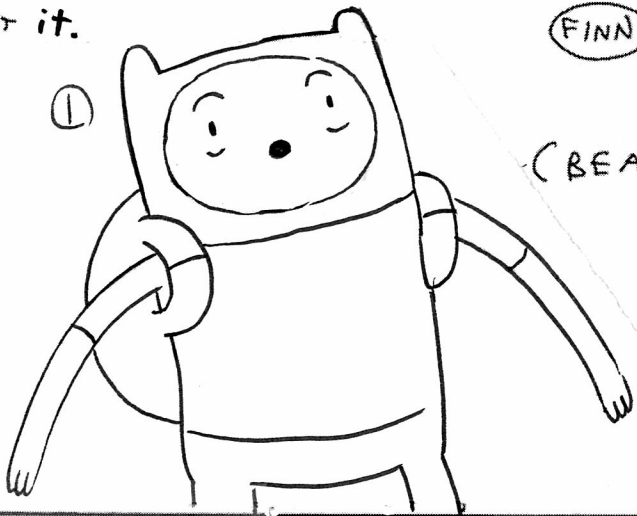
- WORM KING
MOVING BACK
AND FORTH LIKE
A METRONOME.

Timing:

FINN (B) WHAT!?

(BEAT)

- FINN THROWS UP
HIS ARMS IN DISBELIEF



EPISODE # 10 08 96

Production :

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ADVENTURE TIME



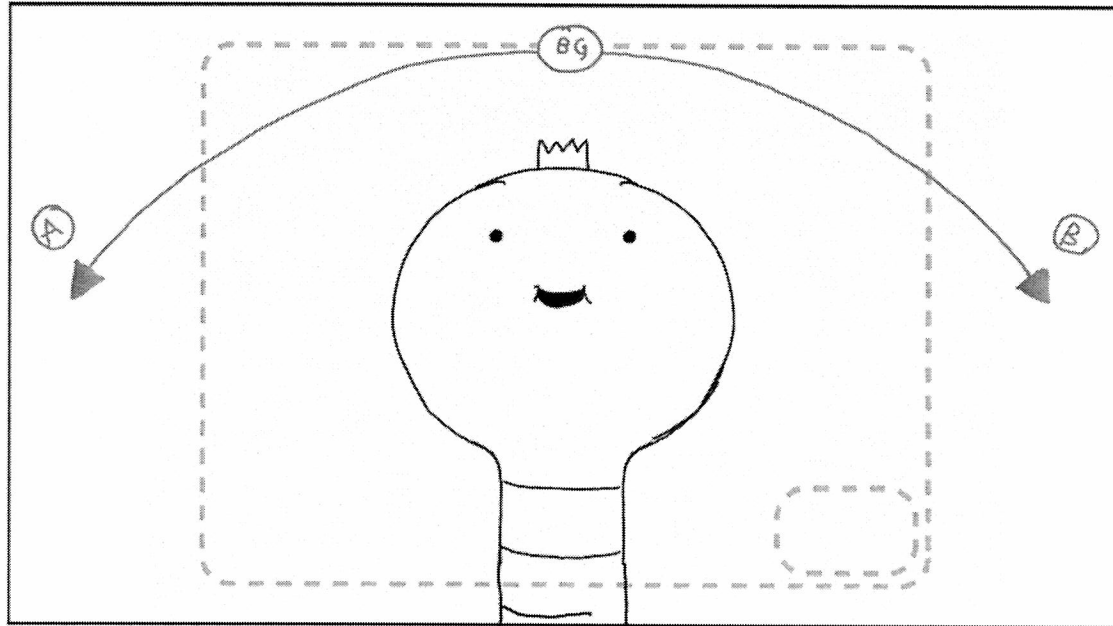
Page 208

Sc. 160

Pnl. A

Bg.

day night

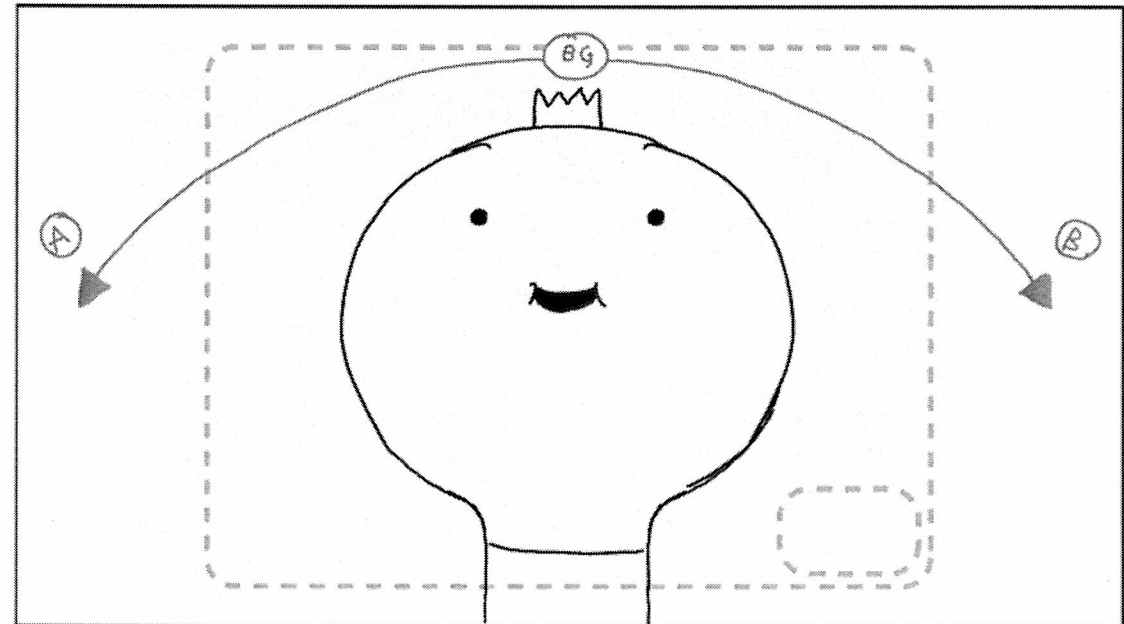


Sc. 161

Pnl. A

Bg.

day night



Dialog:

(B) WK YOU CAN'T DEFEAT ME -
A I'M THE WORM KING.

B
WK: -I'M GOIN' TO KEEP
YOU IN THIS DREAMSCAPE -

Action:

WORM KING STAYS STATIONARY WHILE
BLOOP - RED - TREEHOUSE - BQ SWINGS BACK AND
FORTH LIKE A METRONOME.

= JUMP CUT CLOSER;

Timing:

EPISODE # 10 08 9/6

Production :

ADVENTURE TIME

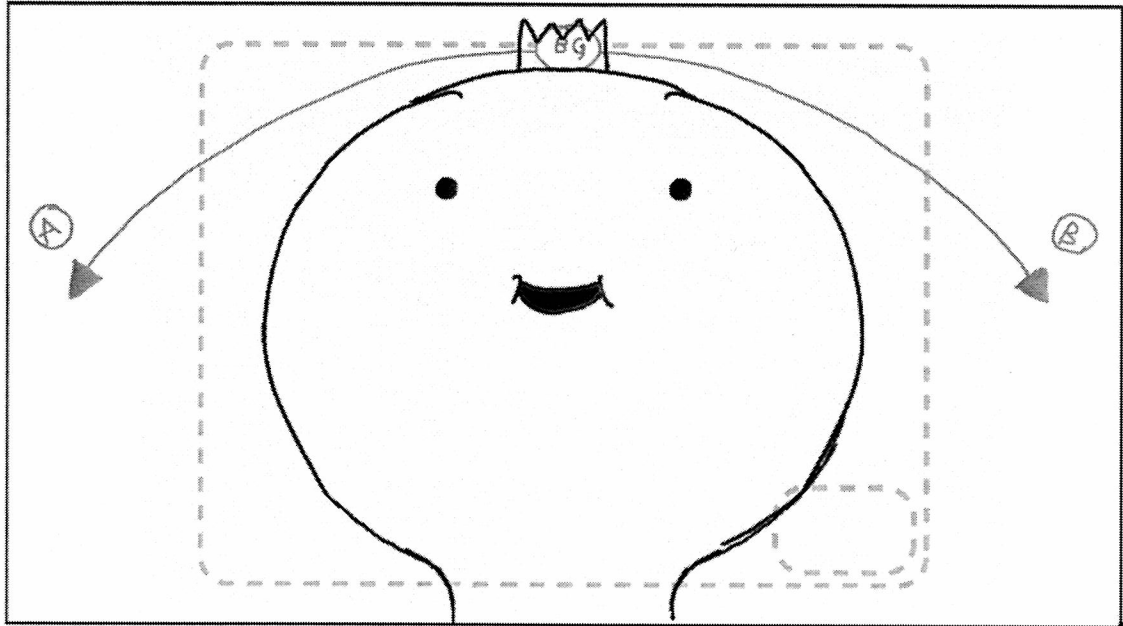


Sc. 162

Pnl. A

Bg.

day night

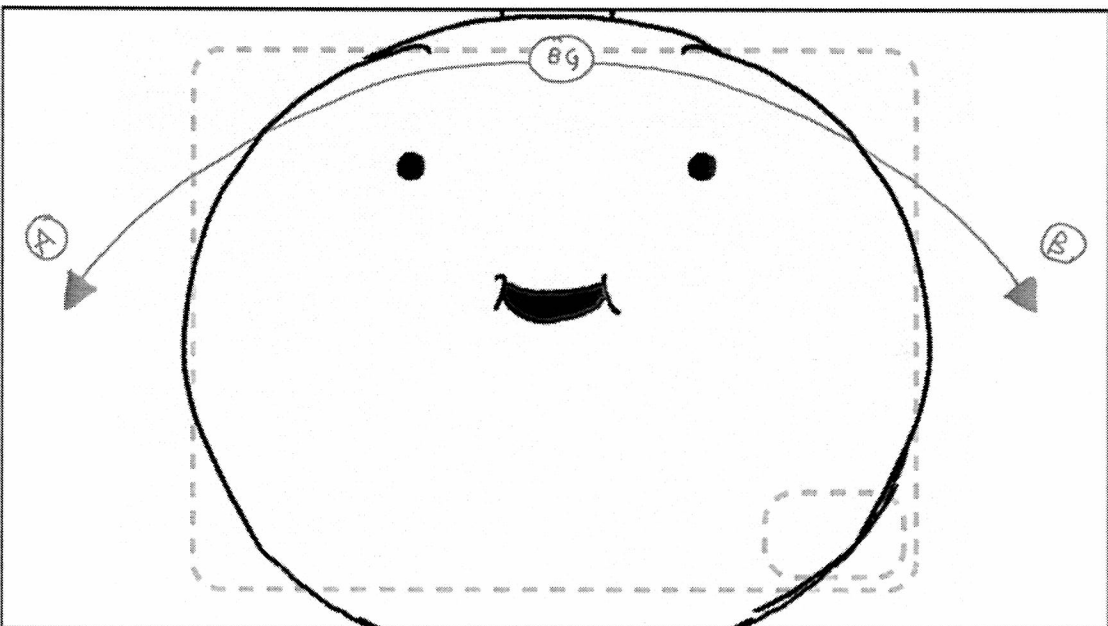


Sc. 163

Pnl. A

Bg.

day night



Dialog:

WK:

- UNTIL I'VE USED UP -

WK:

- ALL YOUR -

Action:

≡ JUMP CUT CLOSER;

≡ JUMP CUT CLOSER;

Timing:

EPISODE # 100896

Production :

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ADVENTURE TIME

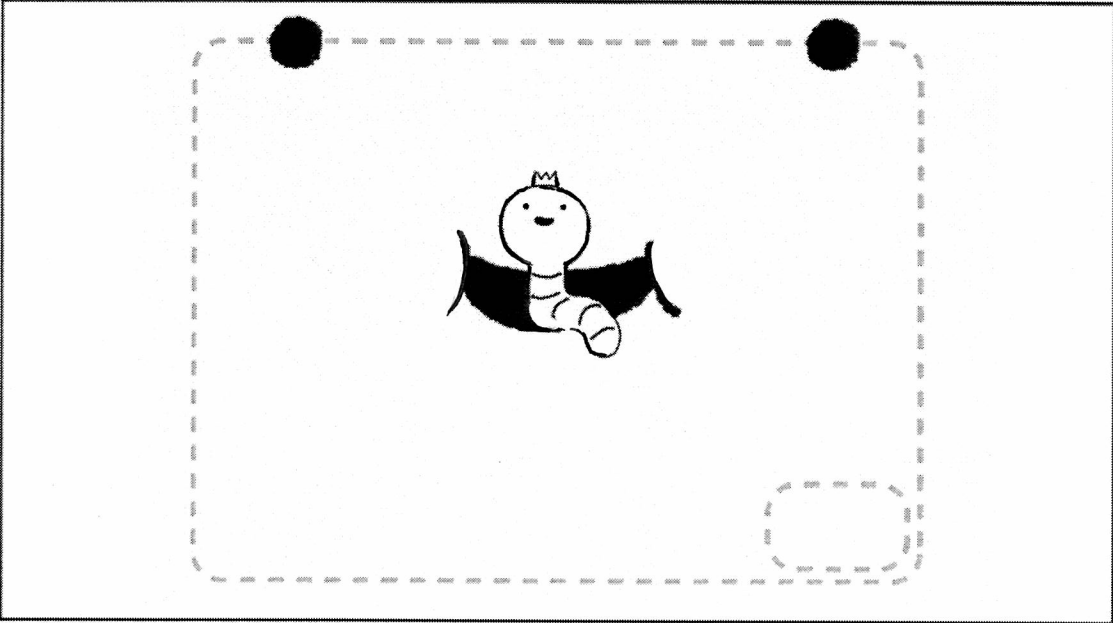


Sc. 164

Pnl. A

Bg.

day night

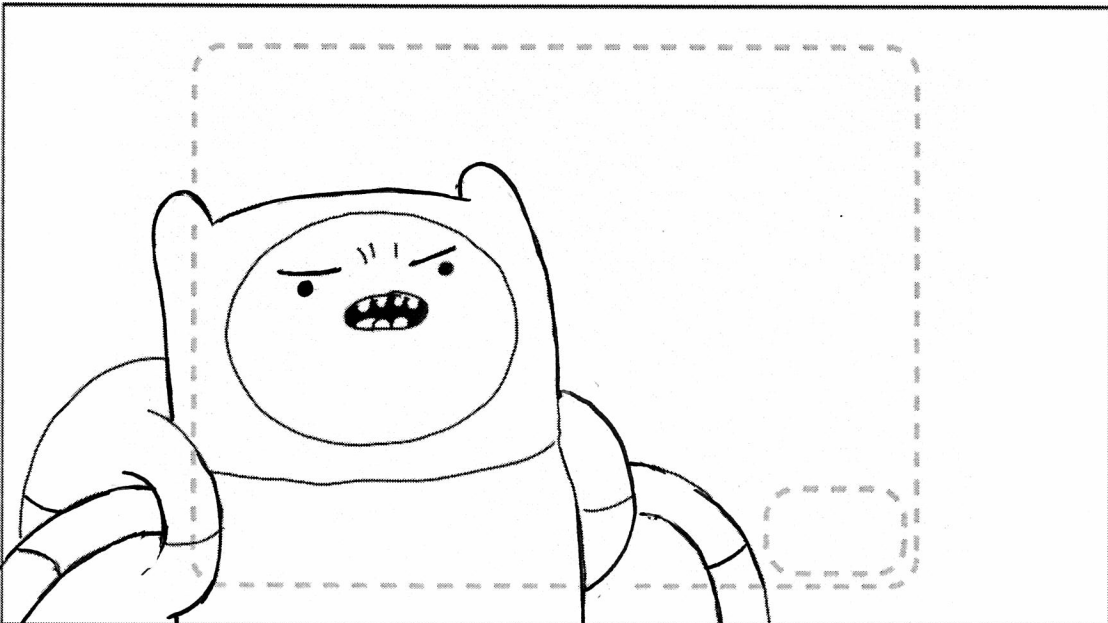


Sc. 165

Pnl. A

Bg.

day night



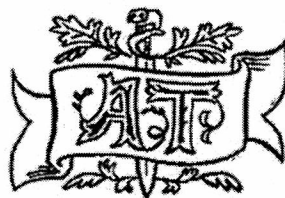
Dialog:	(LIL' WK) - LIFE ENERGY.	(F) MY LIFE ENERGY!?!
Action:	= JUMP CUT CLOSER; - SMALLER WORM KING SITTING ON WORM KING'S LIP.	
Timing:		

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Production :

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ADVENTURE TIME



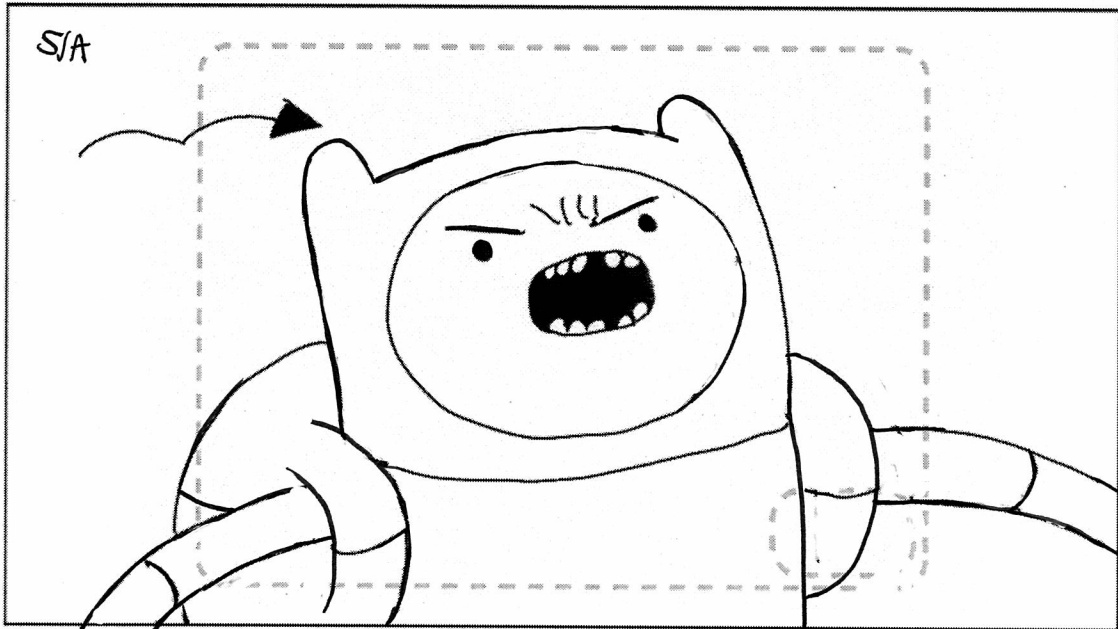
Page 211

Sc. 165

Pnl. B

Bg.

day night

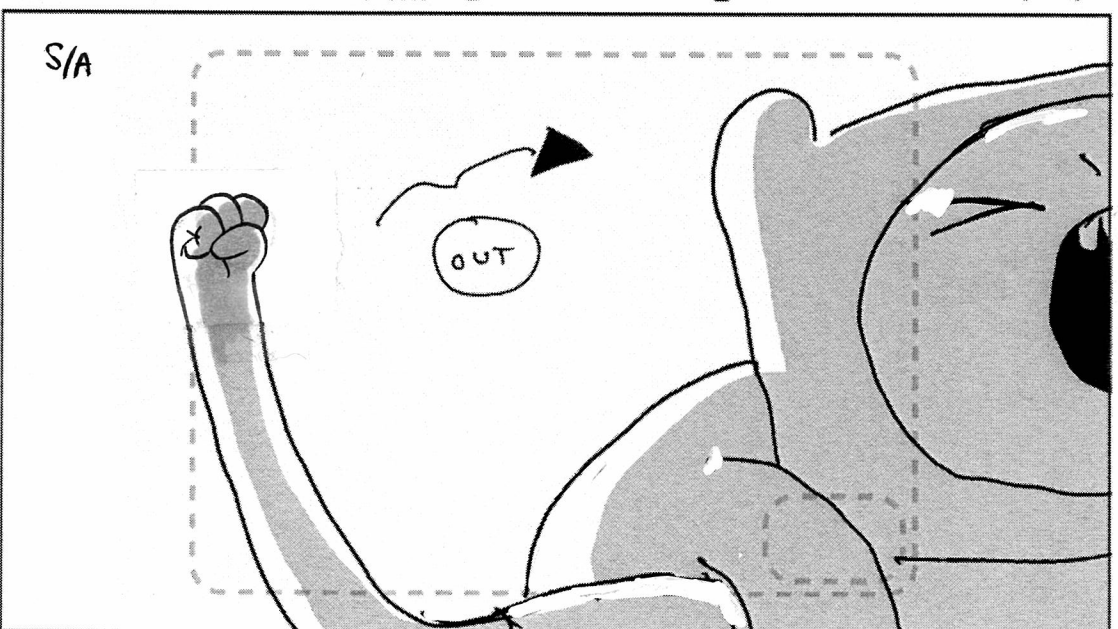


Sc. 165

Pnl. C

Bg.

day night



Dialog:

(F) I USE THAT!!!

(F) AAAAH!!!

Action:

- FINN STEPS FORWARD.

- FINN RUNS OFF/S

Timing:

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ADVENTURE TIME

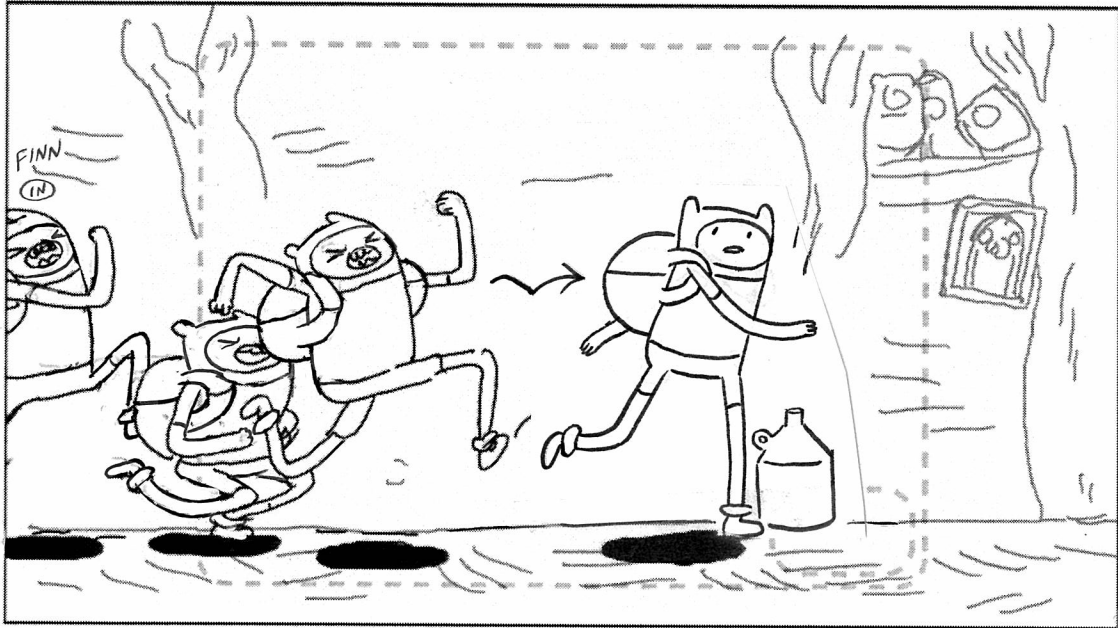


Sc. 166

Pnl. A

Bg.

day night

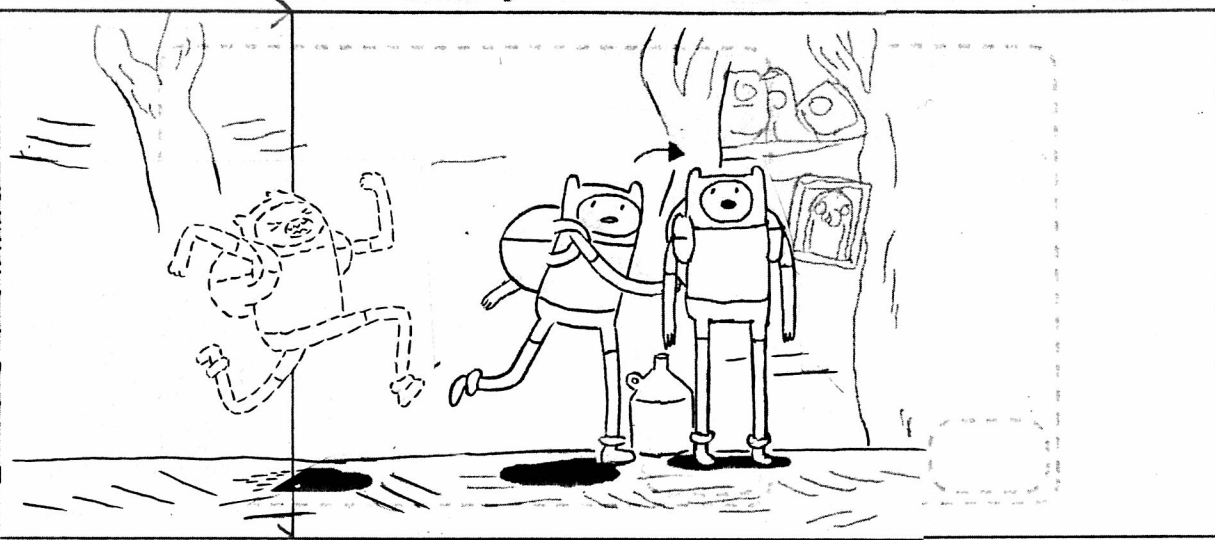


Sc. 166

Pnl. B

Bg.

day night



START

ADJ

STOP

Dialog:	
Ⓕ AAAAAAH (TRAILS OFF.	Ⓕ WAIT ... SOMETHIN'S WRONG.
Action: - B& STILL BLOOD RED. - RUNNING IN SLOWER AND SLOWER MOTION, - LEAVING SLOW MOTION FRAMES BEHIND THAT DISSOLVE. -ADJ. W/ FINN.	
Timing:	

EPISODE # 100896
Production :

ADVENTURE TIME



Page 213

Sc. 166

ADJ.

Pnl. C

Bg.

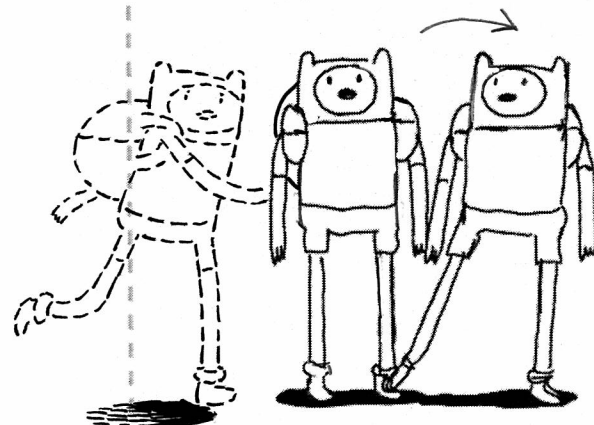
day night

Sc. 166 ADJ.

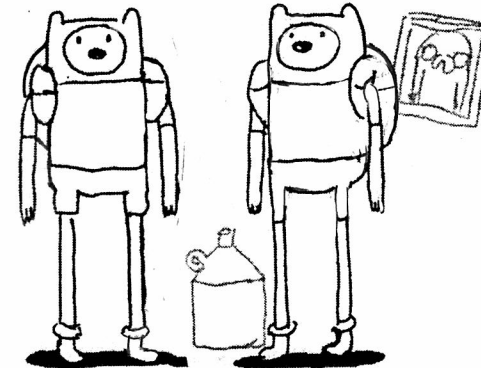
Pnl. D

Bg.

day night



BG
SA



BG
SA

START

ADJ

STOP

Dialog:

START

FINN
B

I'M MISSING SOMETHING..

FINN
A

WAIT ... SOMETHIN'S WRONG.

(OVERLAPPING)

STOP

Action:

- FINN STEPS TO THE SIDE
- STANDING FINN FRAME REMAINS.
- ADJ. W/ ACTION

-ADJ. W/ ACTION

Timing:

EPISODE # 10 08 96

Production :

ADVENTURE TIME

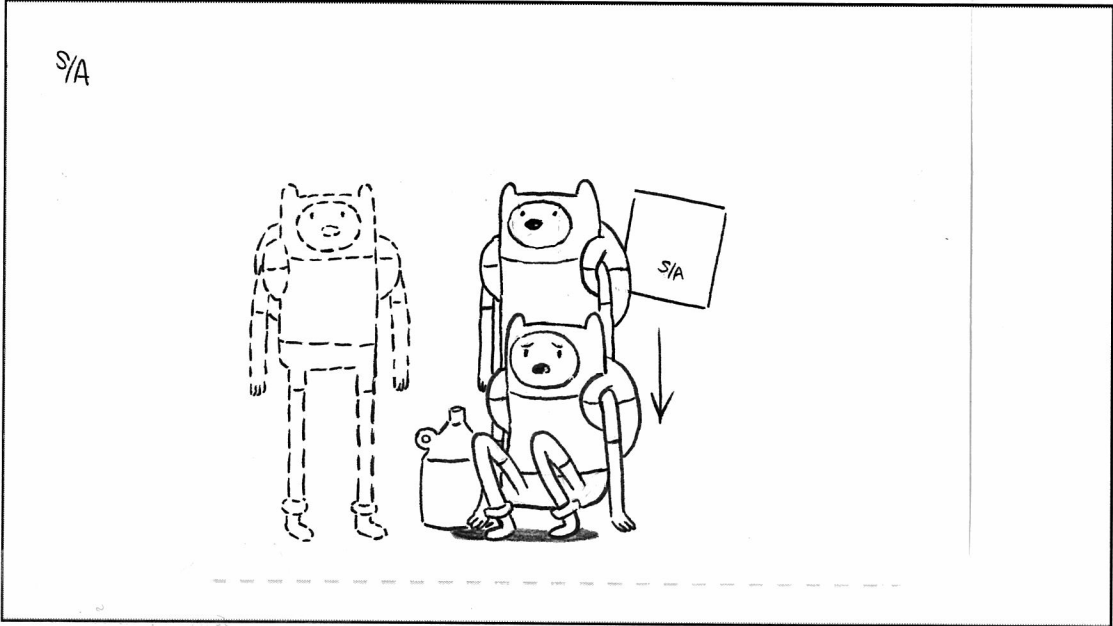


Sc. 166

Pnl. E

Bg.

day night

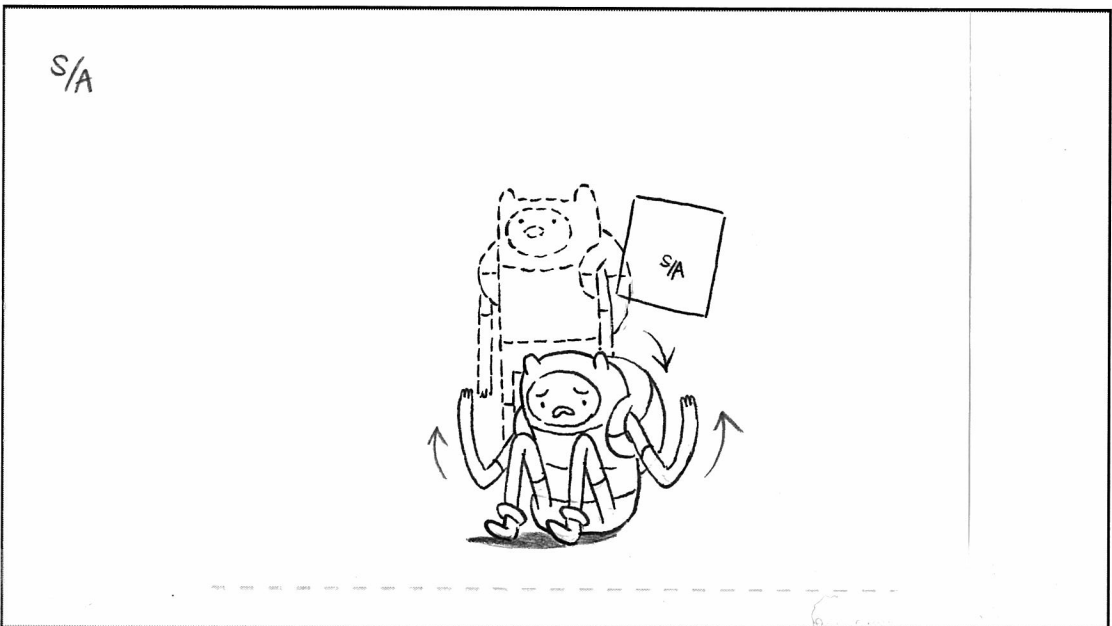


Sc. 166

Pnl. F

Bg.

day night



Dialog:

E: OH MAN, ...

F: I'M GONNA BE STUCK HERE, ...

Action:

- FINN SQUATS DOWN,
- PREVIOUS FINN FRAME DISSOLVES.

- FINN SITS DOWN, BALL
- PREVIOUS FINN FRAME REMAINS.

Timing:

EPISODE # 100896

Production :

ADVENTURE TIME

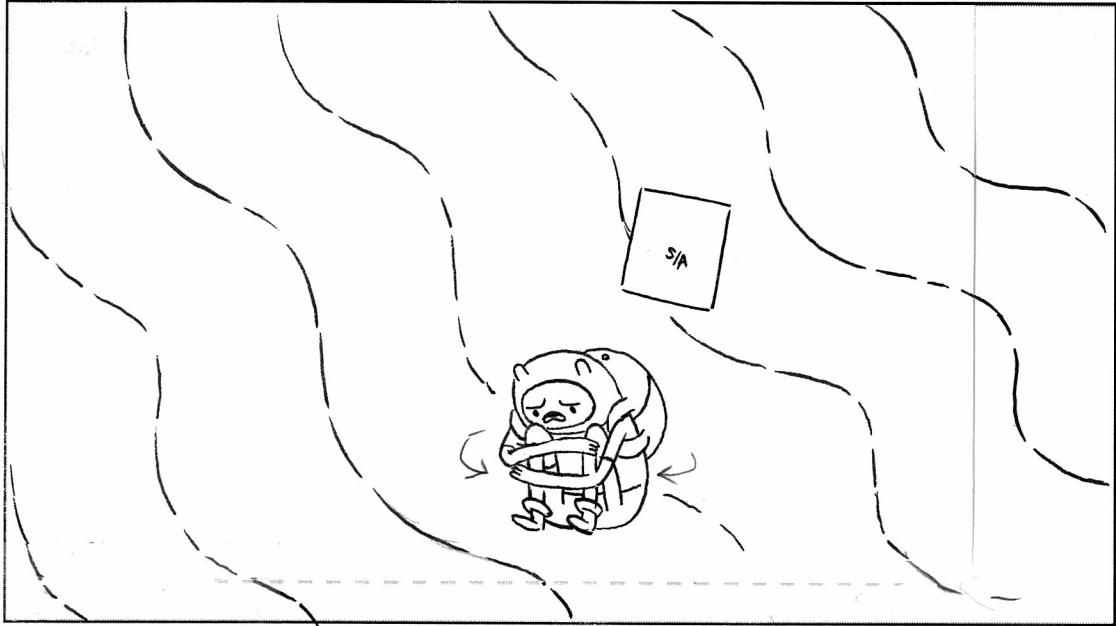


Sc. 166

Pnl. G

Bg.

day night

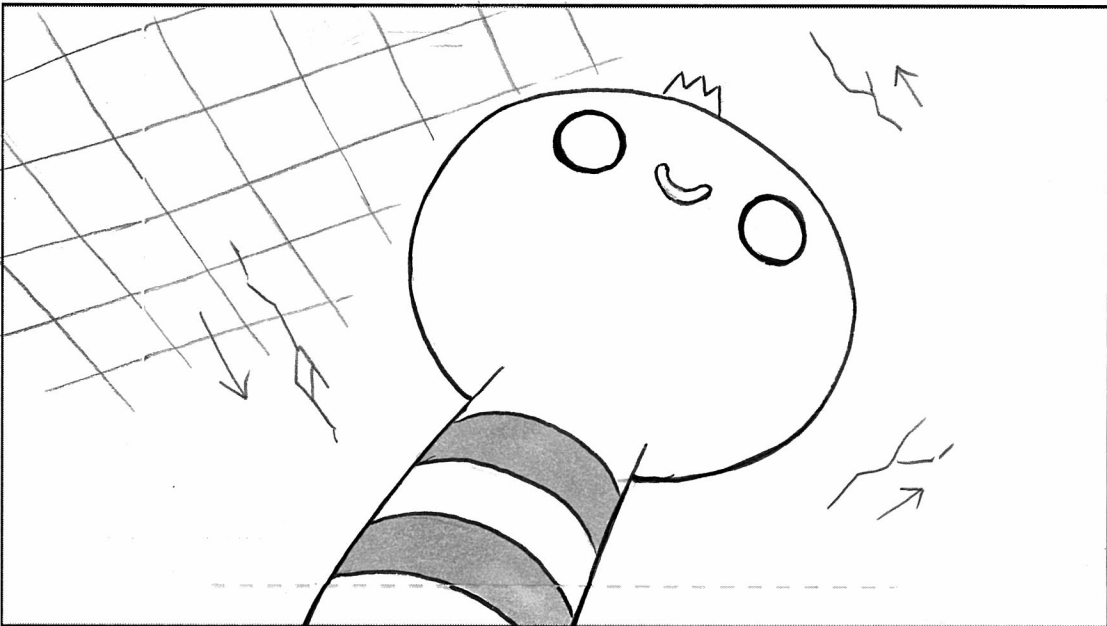


Sc. 167

Pnl. A

Bg.

day night



Dialog:

(HOPELESS)

F: FOREVER ...

SFX: * KRICK-KRICK *

Action:

- BACKGROUND SLIGHTLY DISTORTS BEHIND FINN
- FINN HUDDLES UP IN A BALL
- STANDING FINN FRAME DISSOLVES.

- TINY CRACKS FORM IN AIR AROUND W.K.

Timing:

100896

EPISODE #

Production :

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ADVENTURE TIME



Sc. 167 Pnl. B Bg. day night



Sc. 168 Pnl. A Bg. day night



Dialog:	<p><u>WORM KING</u>: ① OUCH! HEY, GUYS. KNOCK IT OFF.</p> <p><u>PHOTO OF JAKE</u>: PSST!</p>
Action:	<p>- WORM KING JERKS FORWARD IN PAIN.</p>
Timing:	

EPISODE # 10 08 96
Production :

ADVENTURE TIME



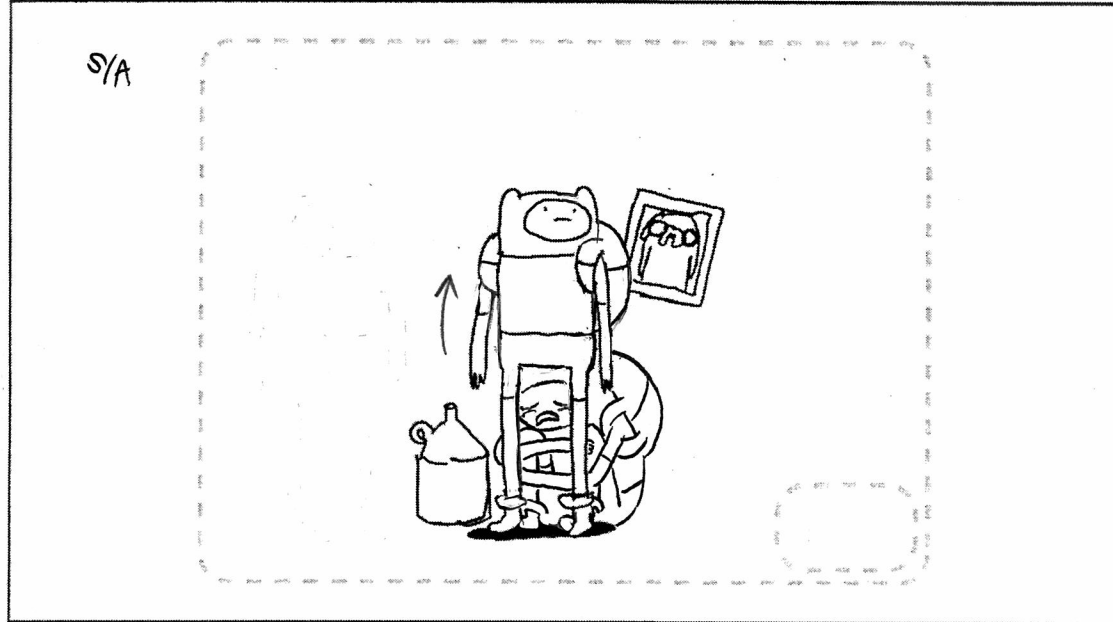
Page 217

Sc. 168

Pnl. B

Bg.

day night

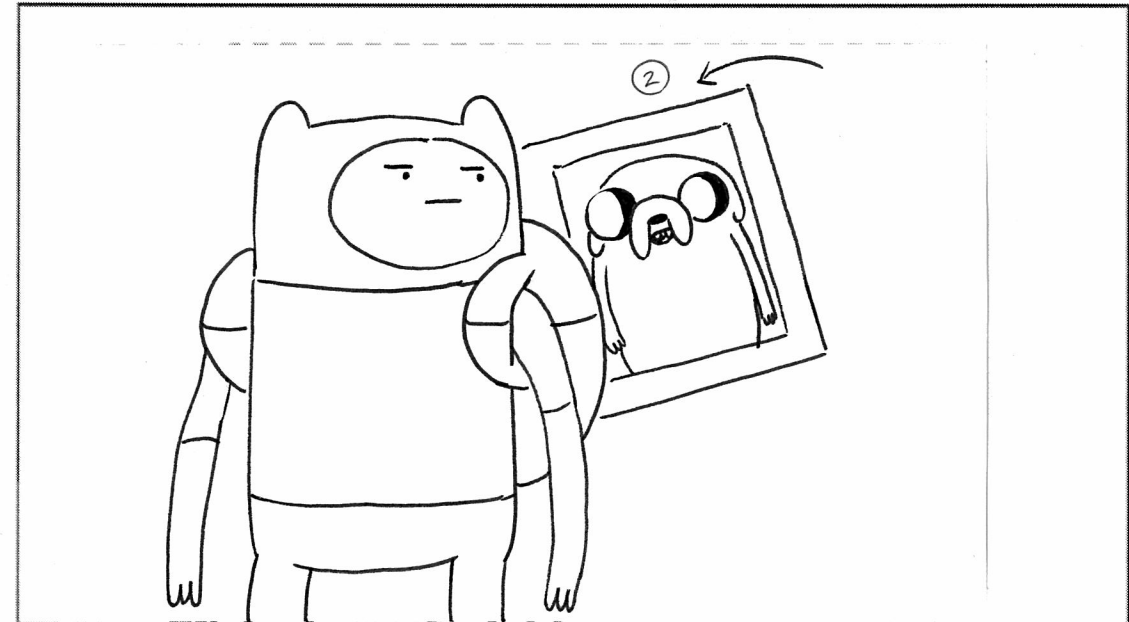


Sc. 169

Pnl. A

Bg.

day night



Dialog:

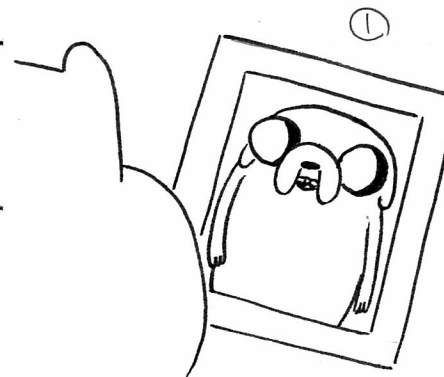
Action: -FINN STANDS UP.
-AFTER-IMAGE OF FINN REMAINS.

Timing:

PHOTO of JAKE : " IF YOU GRUNK UP THE
DREAMSCAPE WITH YOUR SUBCONSCIOUS FEARS,
THE WHOLE THING WILL BLOW APART ! "
FINN : HRM ?

- PICTURE SWIVELS TOWARDS FINN

- DIALOG FROM SC. 78 REPLAYS.



EPISODE # 100896

Production :

ADVENTURE TIME



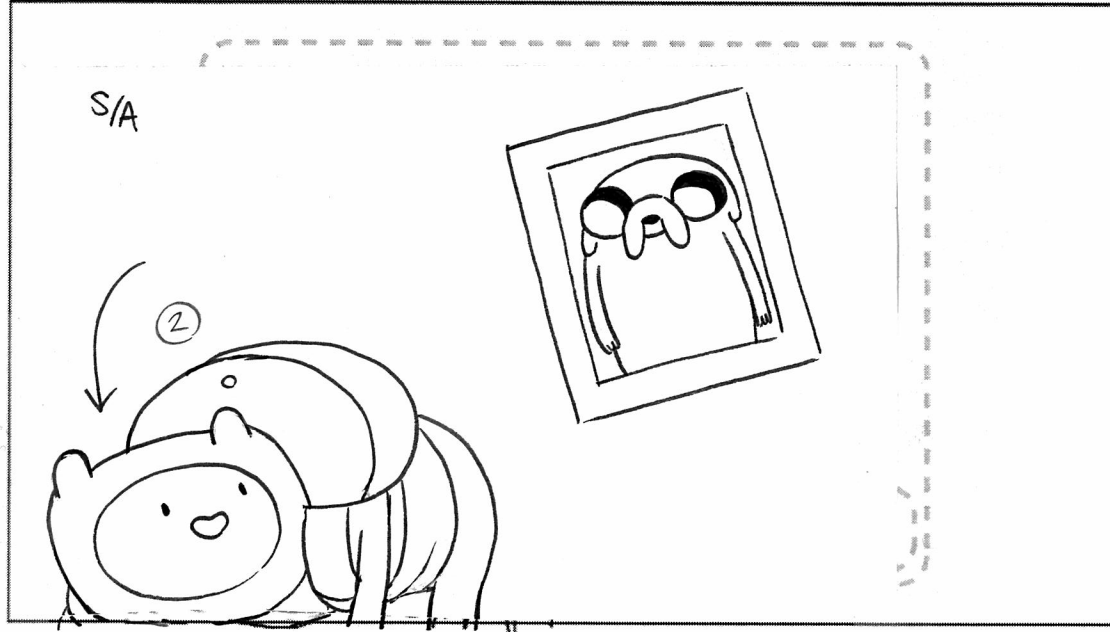
Page 218

Sc. 169

Pnl. B

Bg.

day night

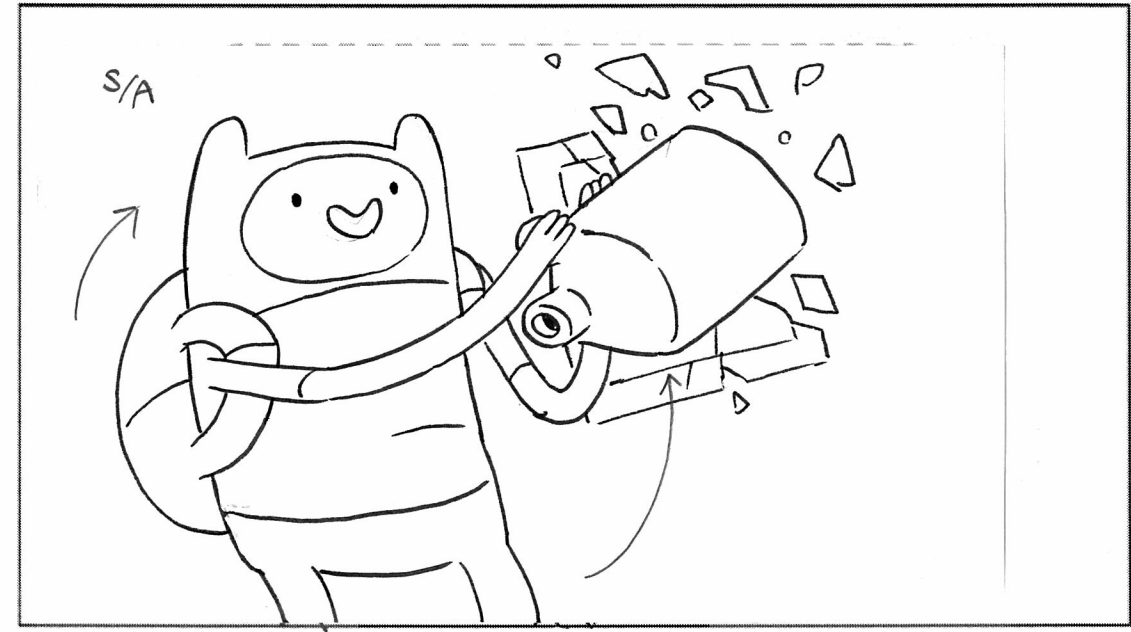


Sc. 169

Pnl. C

Bg.

day night



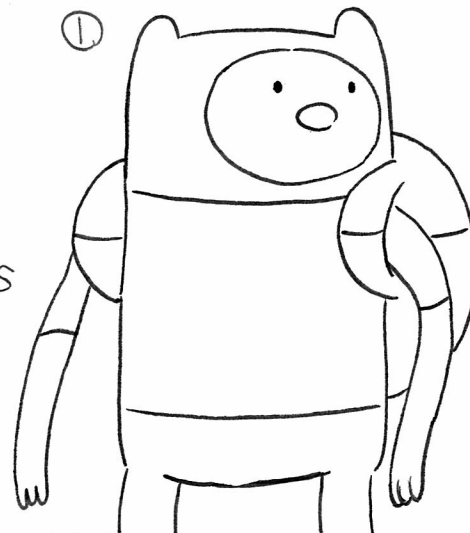
Dialog:

F: ① OH YEAH! ②

Action:

-FINN REACHES DOWN OFF'S

Timing:



F: THANKS, DREAM JAKE!
SFX: * SMASHH!*

-FINN SMASHES
PHOTO OF JAKE WITH JUG.

EPISODE # 10 08 96

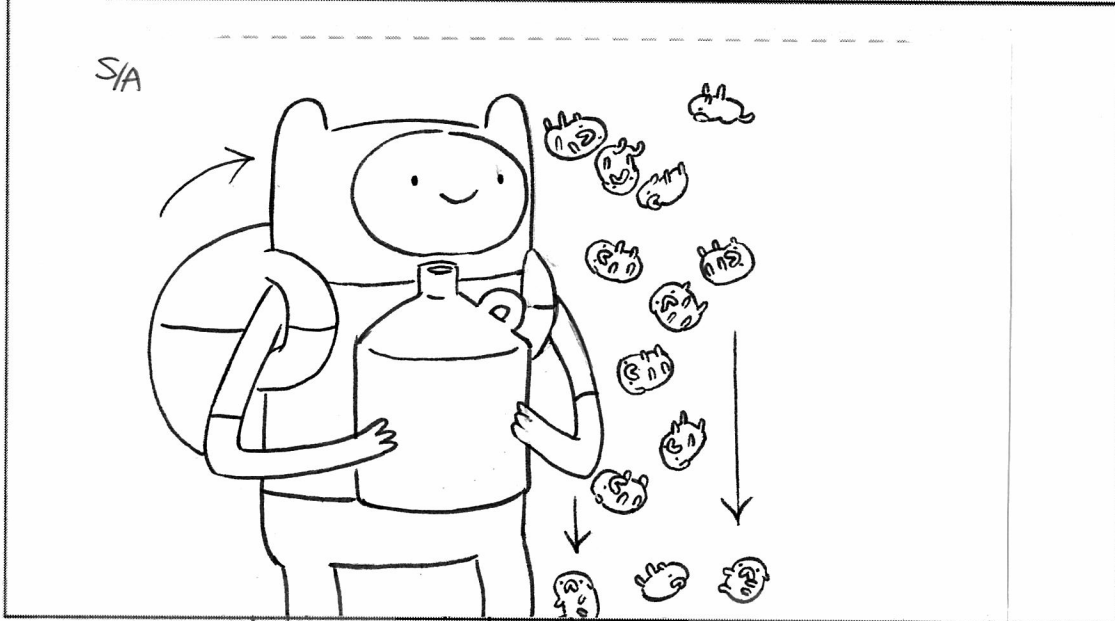
Production :

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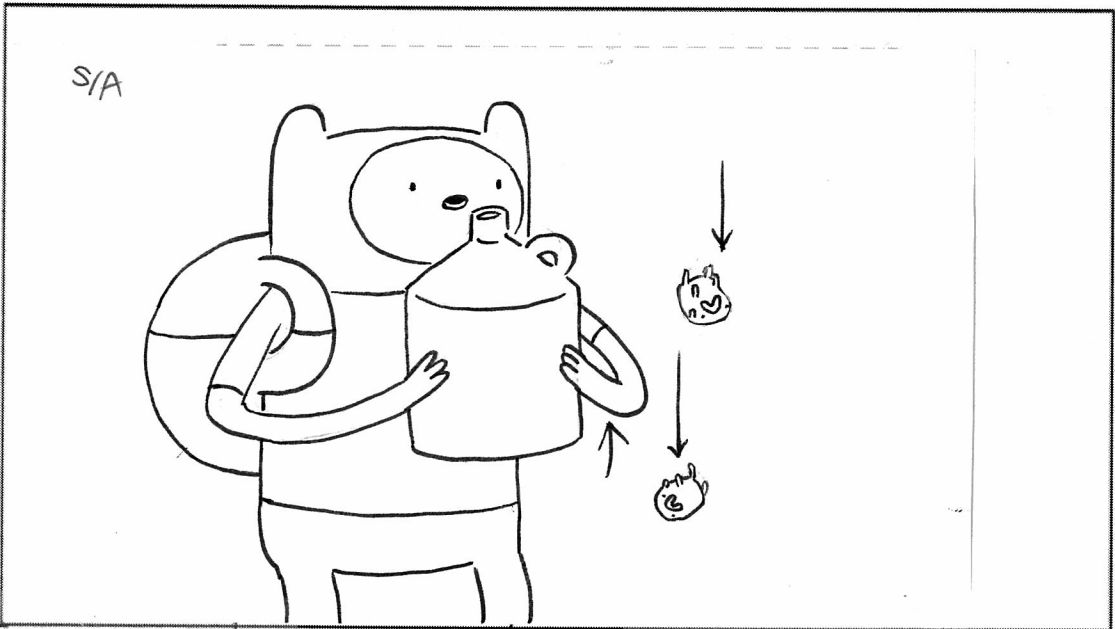
ADVENTURE TIME



Sc. 169 Pnl. D Bg. day night



Sc. 169 Pnl. E Bg. day night



Dialog:	
(FINN) [JUG BLOW]	
Action:	
- PHOTO OF JAKE SHATTERS INTO TINY JAKES AND FALL OFF/S.	- FINN BLOWS ACROSS JUG OPENING.
Timing:	

EPISODE # 100896
Production :

ADVENTURE TIME



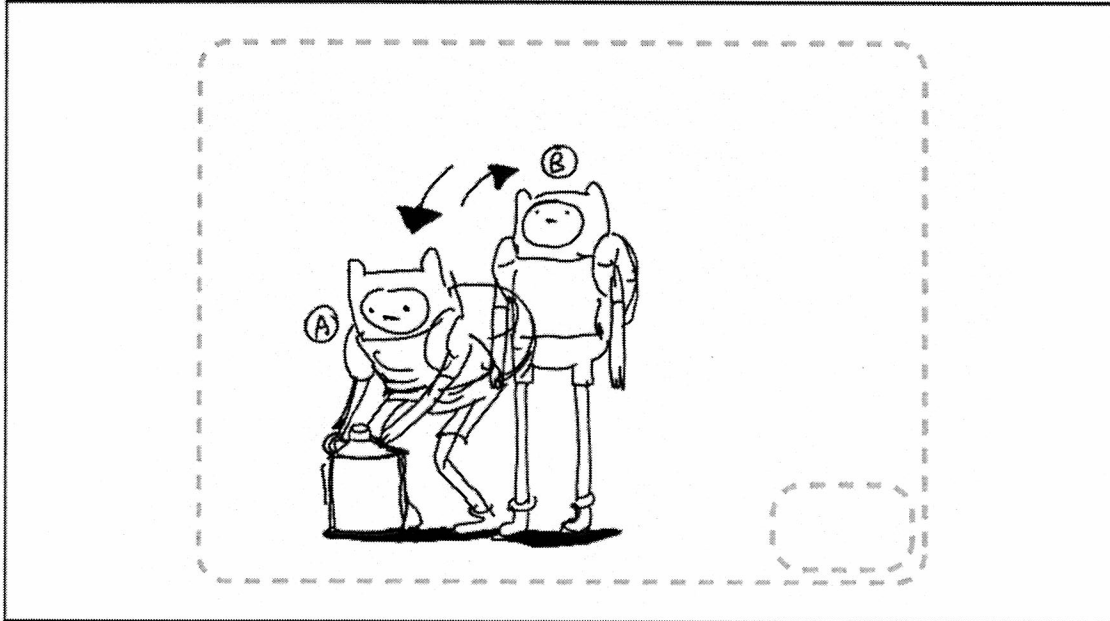
Page 220

Sc. 170

Pnl. A

Bg.

day night

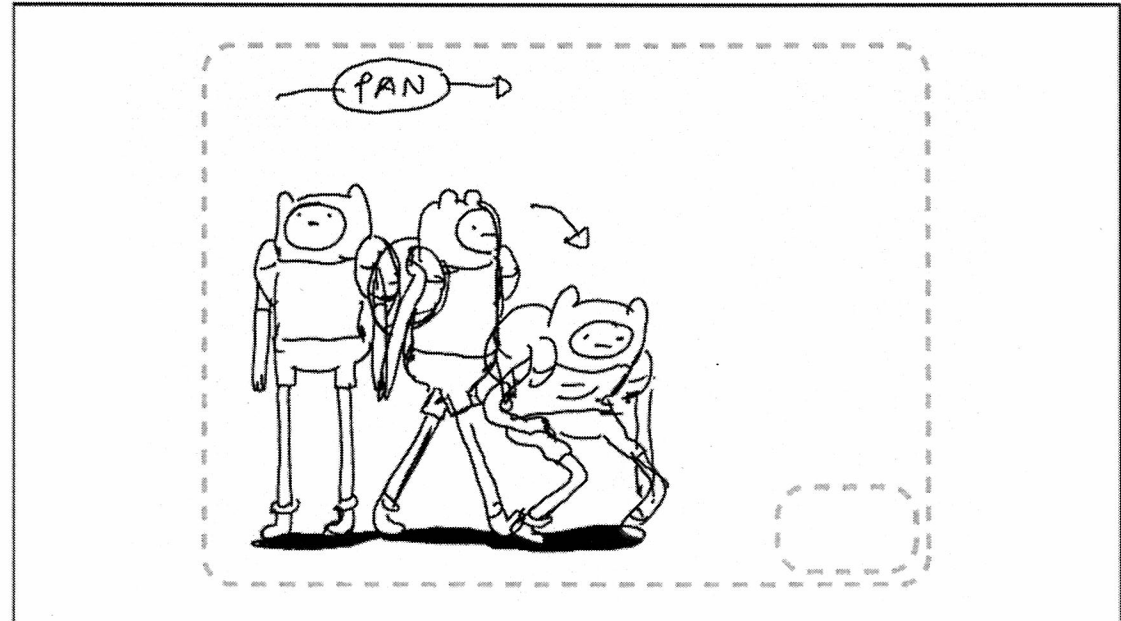


Sc. 170

Pnl. B

Bg.

day night



Dialog:

(FINN) B - SO . . .

Action:

- FINN PUTS DOWN JUG.

- BENDING DOWN POSE REMAINS ON/S.

• (STILL FRAMES

GETTING LEFT BEHIND)

• TREEHOUSE COLOURS SHIFTING FROM RED
TO WORM-KING - GREEN

Timing:

EPISODE # 10 08 916

Production :

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ADVENTURE TIME



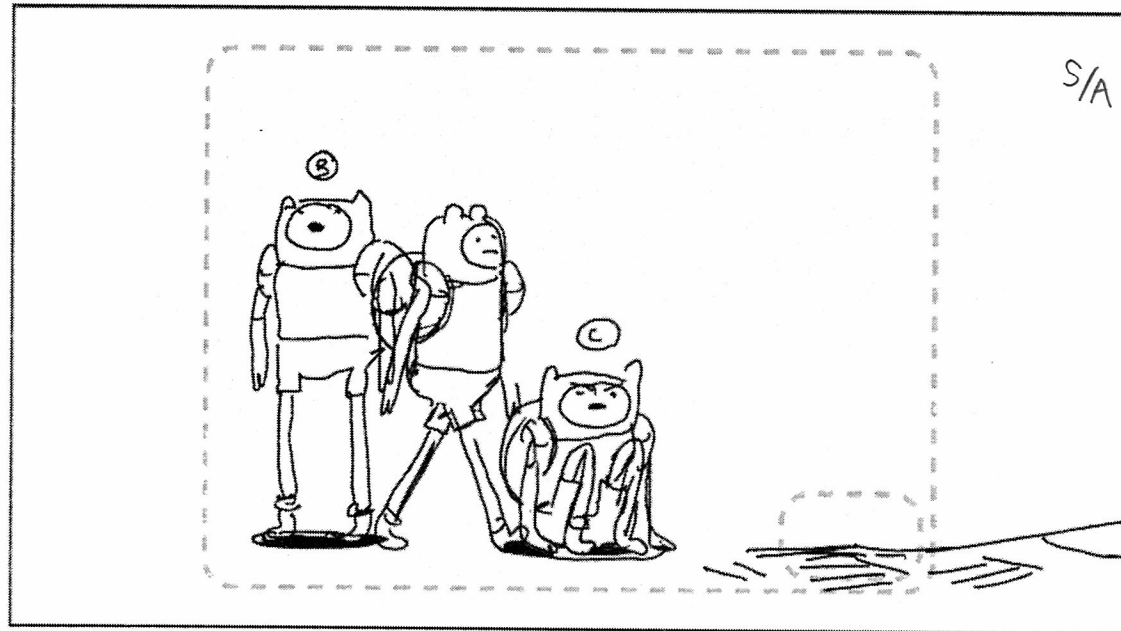
Page 221

Sc. 170

Pnl. C

Bg.

day night

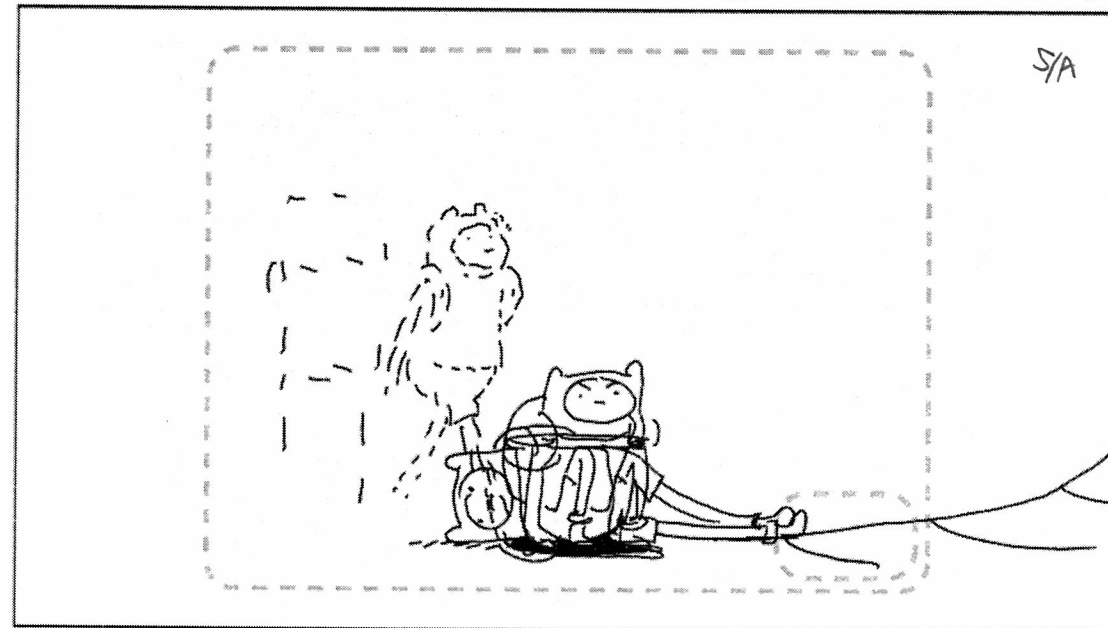


Sc. 170

Pnl. D

Bg.

day night



Dialog:

(FINN C) WORM KING DON'T WANT ME
CONJURE MY SUBCONSCIOUS
FEARS ...

(FINN B) SO

Action:

(FLOOR TO RIGHT
STARTS TO MORPH)

— FINN LAYS DOWN

Timing:

10 08 9:16

EPISODE #

Production :

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ADVENTURE TIME

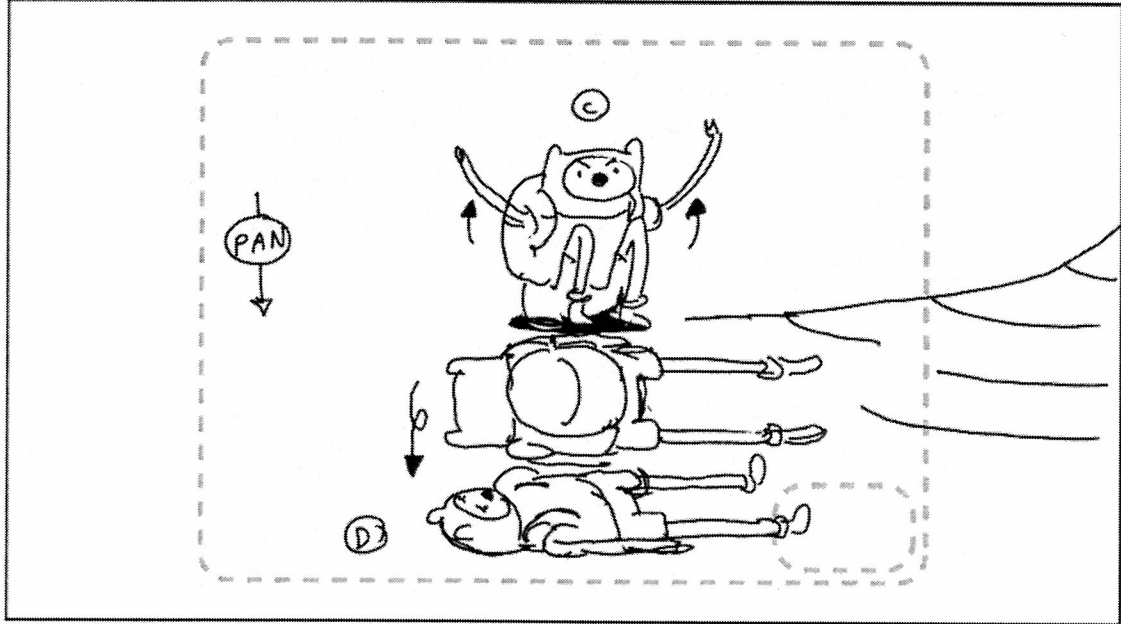


Sc. 170

Pnl. F

Bg.

day night

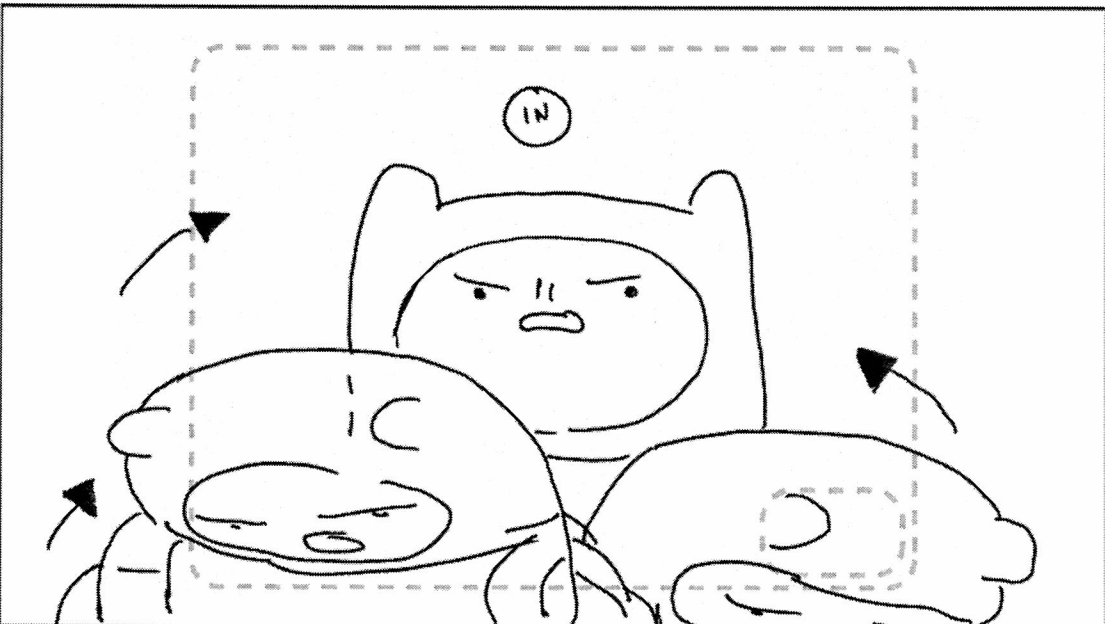


Sc. 171

Pnl. A

Bg.

day night



Dialog:

FINN D SO MAYBE I NEED TO -

FINN C - TO CONJURE
MY SUBCONSCIOUS FEARS ...

Action:

- FINN ROLLS ON THE FLOOR.

- MULTIPLE FINNS GET UP
AND SNAP TOGETHER.

Timing:

EPISODE # 10 08 96

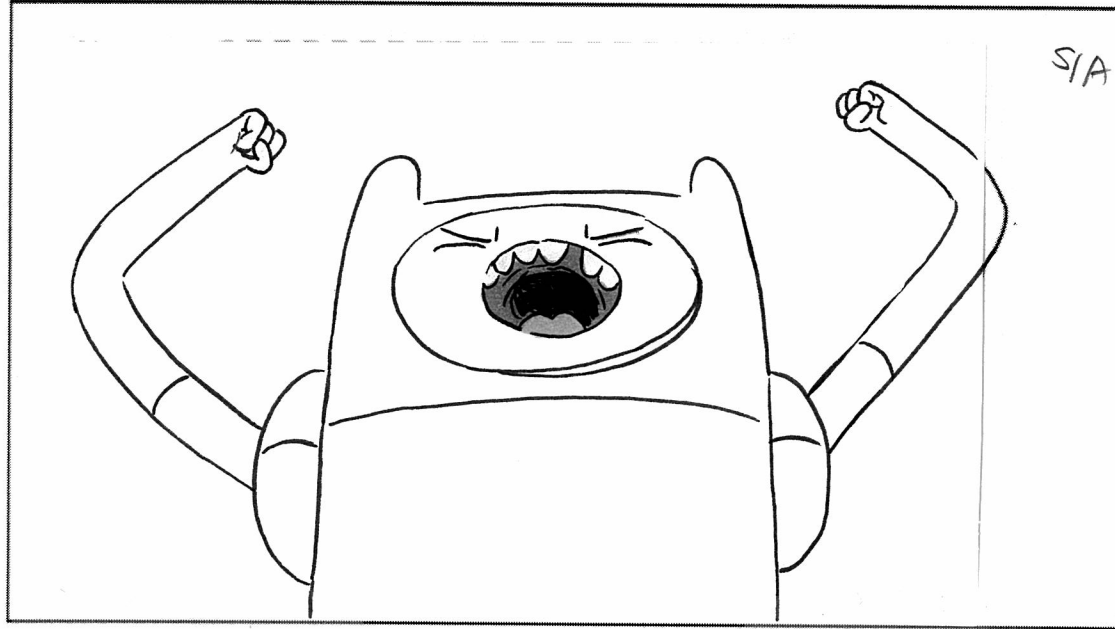
Production :

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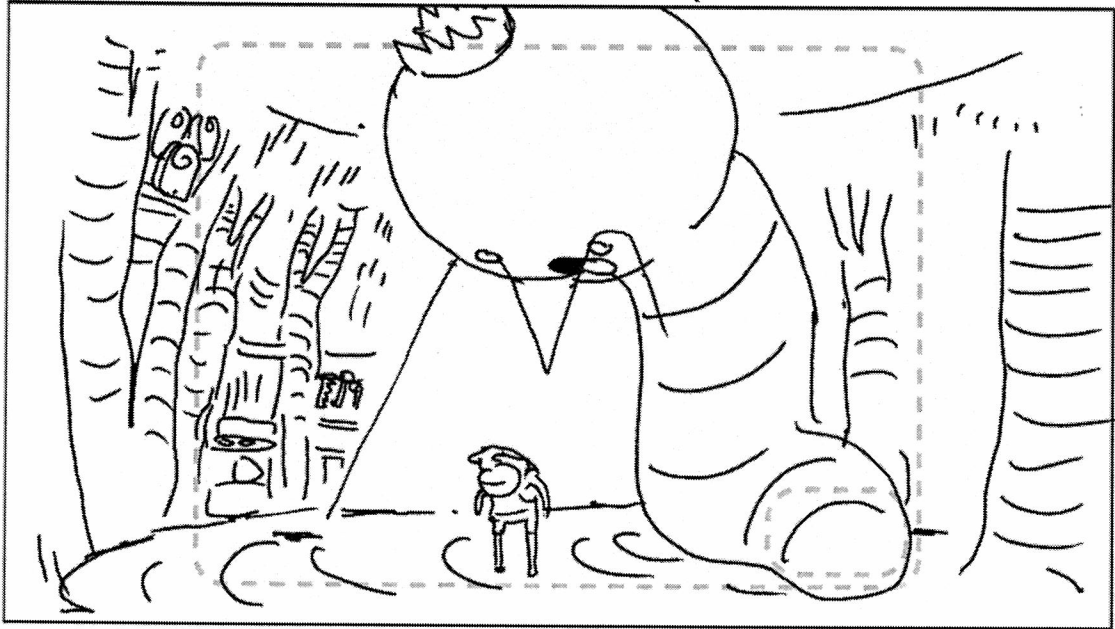
ADVENTURE TIME



Sc. 171 Pnl. B Bg. day night



Sc. 172 Pnl. A Bg. day night



Dialog:

F: I GOTTA GET
SCARED TO
MESS THIS JUNK UP

FINN - OH!

SFX - WOM - WOM - WOM

Action:

- TREEHOUSE INTERIOR IS NOW MADE OF WORM KING MATERIAL.
- FINN IS ILLUMINATED BY WK'S EYE BEAMS.

Timing:

10 08 96
EPISODE #
Production :

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ADVENTURE TIME

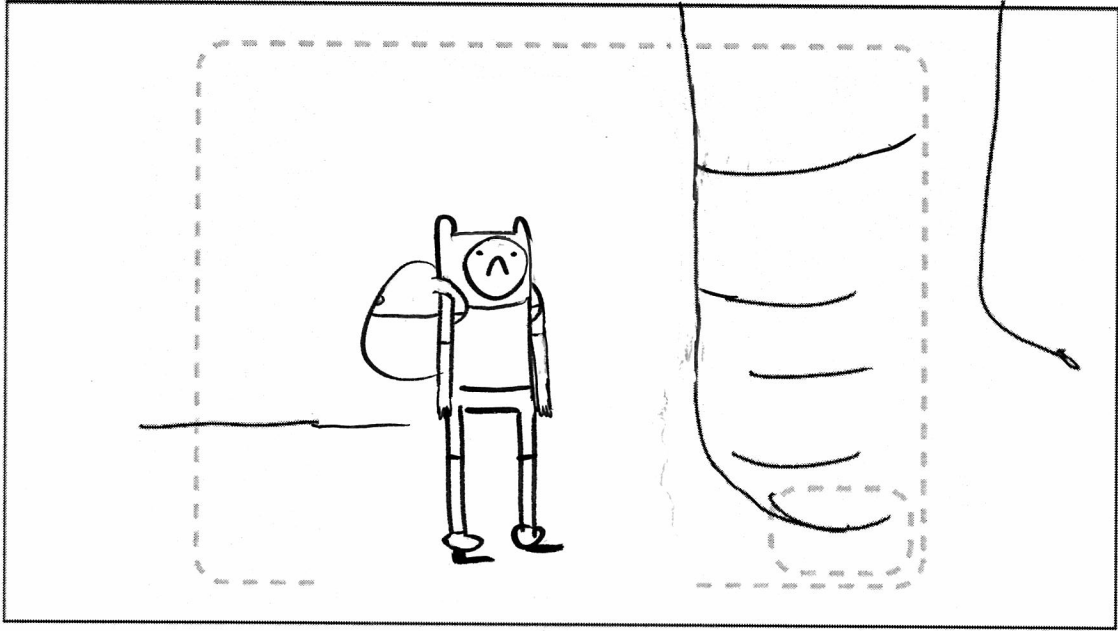


Sc. 173

Pnl. A

Bg.

day night

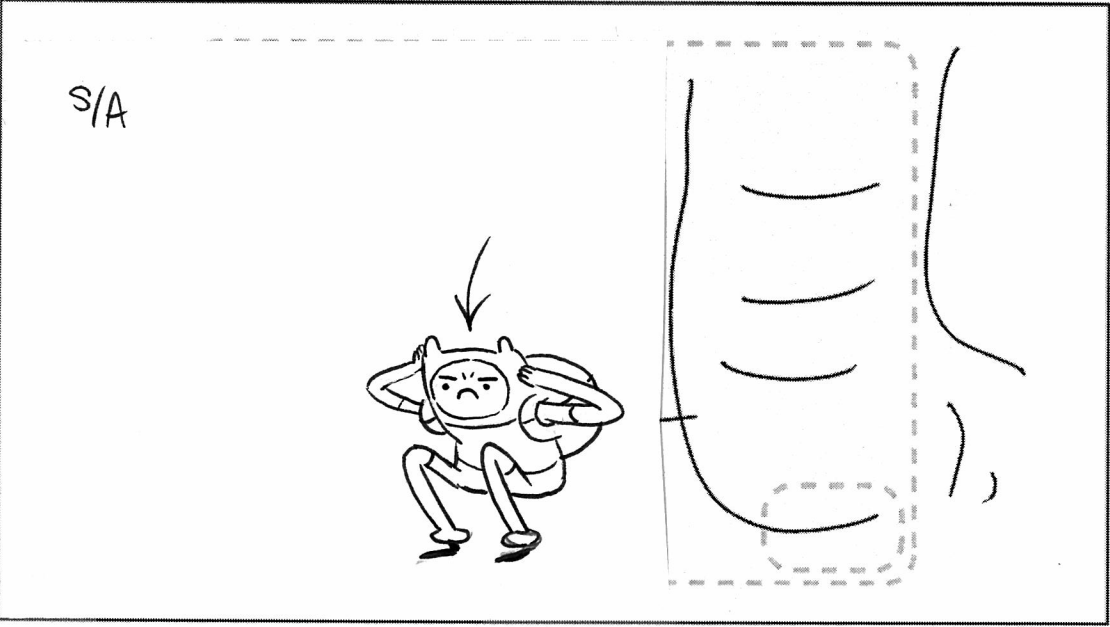


Sc. 173

Pnl. B

Bg.

day night



Dialog:	Ⓣ OKAY FINN, CONCENTRATE ...
Action:	— FINN TURNS AROUND, SCRUNCHES DOWN
Timing:	

EPISODE # 10 08 96

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 174 Pnl. A Bg. day night

Dialog:
Action:
Timing:

EPISODE # 10 08 9'6
Production :

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ADVENTURE TIME



Page 226

Sc. 174

Pnl. B

Bg.

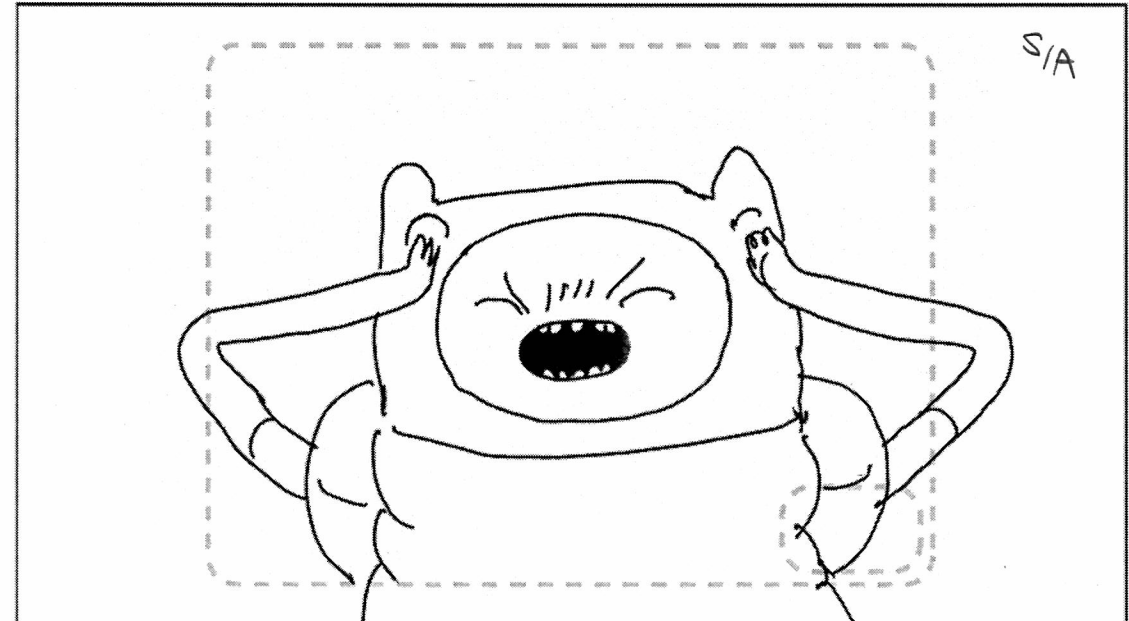
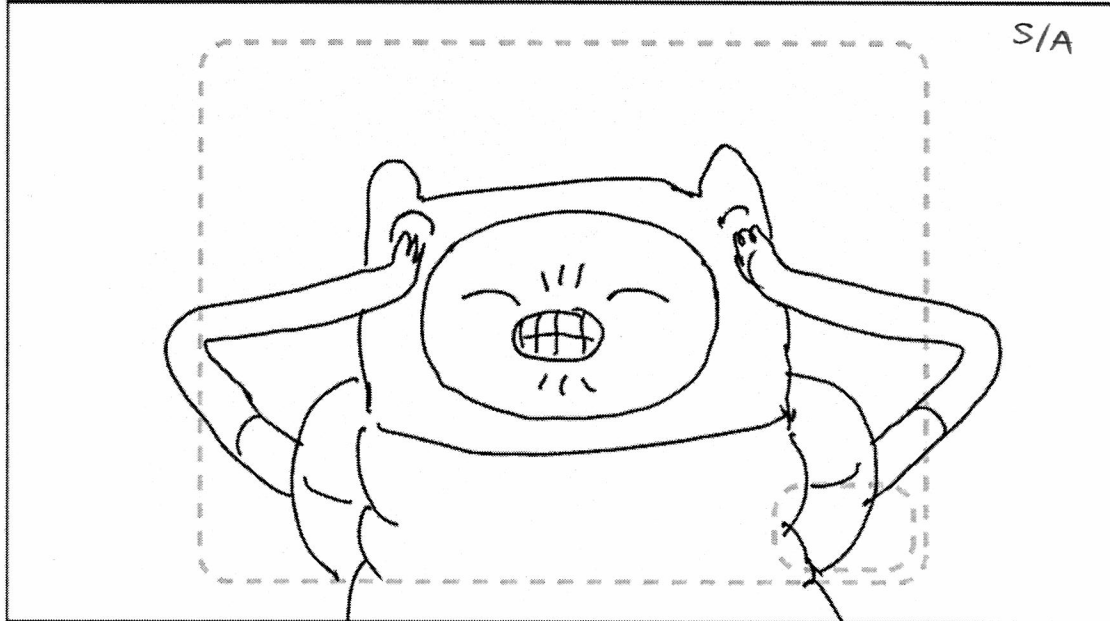
day night

Sc. 174

Pnl. C

Bg.

day night



Dialog:

FINN: DEEPEST. GUT.
FEEEEARRRRSSS-

F: -SSAAAAA AAAA H H

Action:

-FINN SHAKES WITH CONCENTRATION

Timing:

EPISODE # 10 08 96

Production :

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ADVENTURE TIME



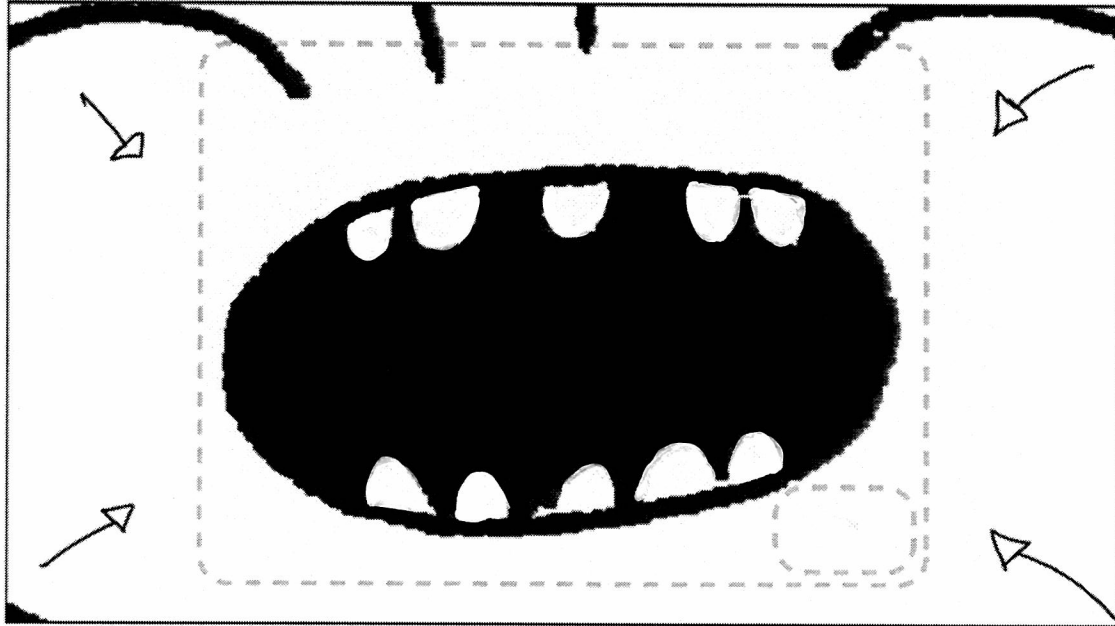
Page 227

Sc. 174

Pnl. D

Bg.

day night

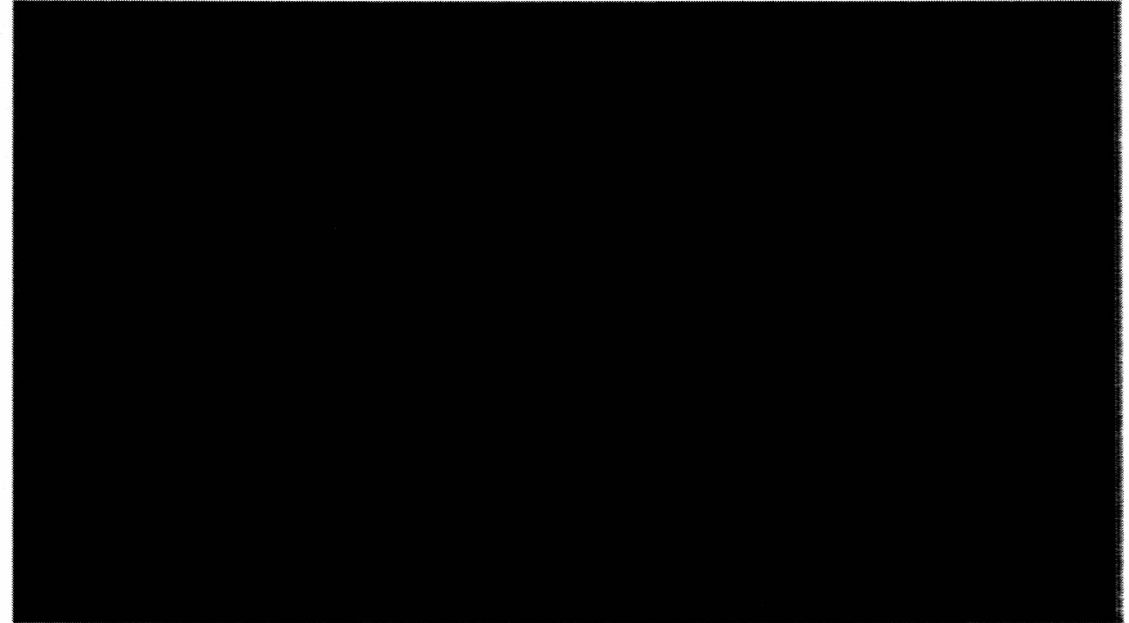


Sc. 174

Pnl. E

Bg.

day night



Dialog:

F: A A A A A A A A H H H H H H H H

Action:

— CAMERA SHOTS IN FINN'S MOUTH

Timing:

EPISODE #
10 08 96

Production :

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ADVENTURE TIME

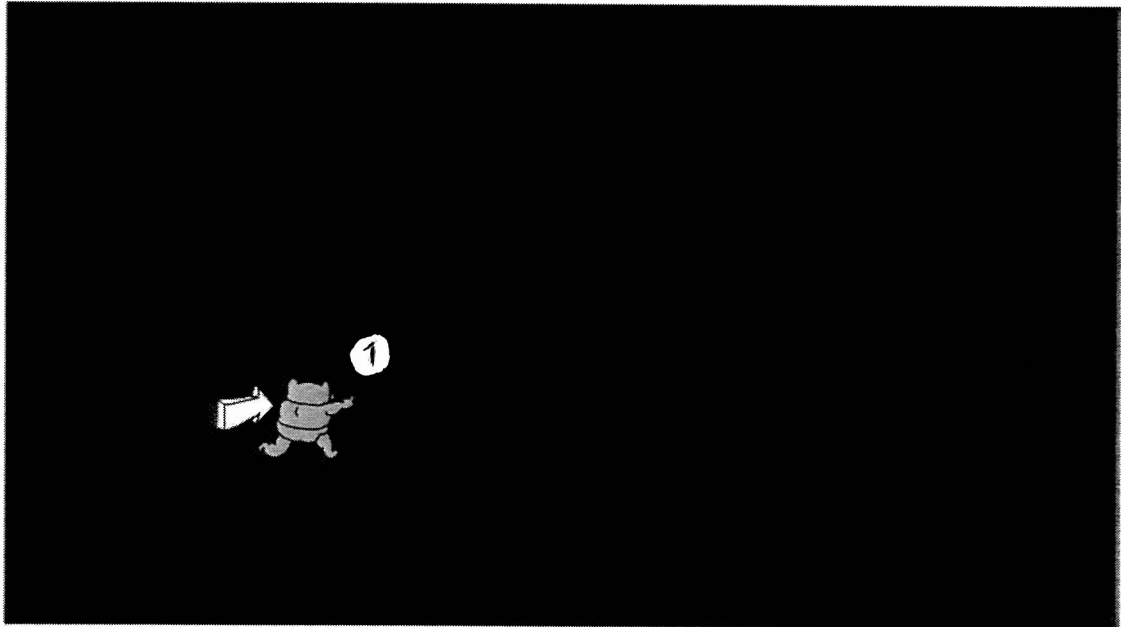


Sc. 175

Pnl. A

Bg.

day night

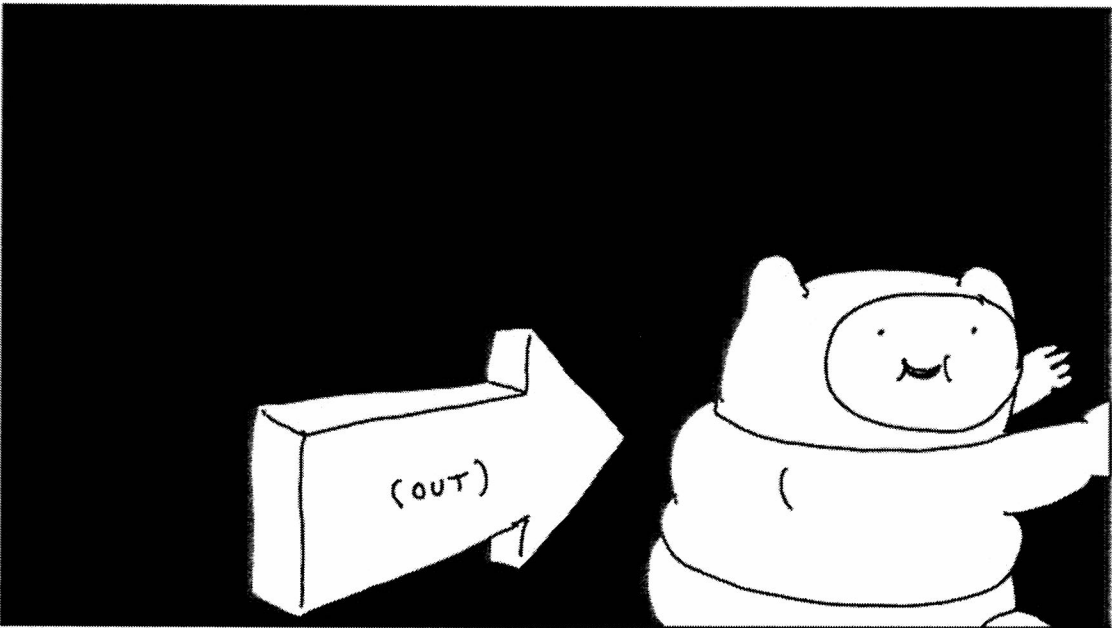


Sc. 175

Pnl. B

Bg.

day night



Dialog:

BABY FINN : *GIGGLES *

Action:

- CAMERA TRAVELS THROUGH DARK VOID.
- CAMERA OVERTAKES BABY FINN.
- BABY FINN LOOKS OVER HIS SHOULDER.
- BABY FINN RUNS OFF/S.
- BABY FINN EMERGES FROM DARKNESS, RUNNING.

Timing:



EPISODE # 100896

Production :

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ADVENTURE TIME

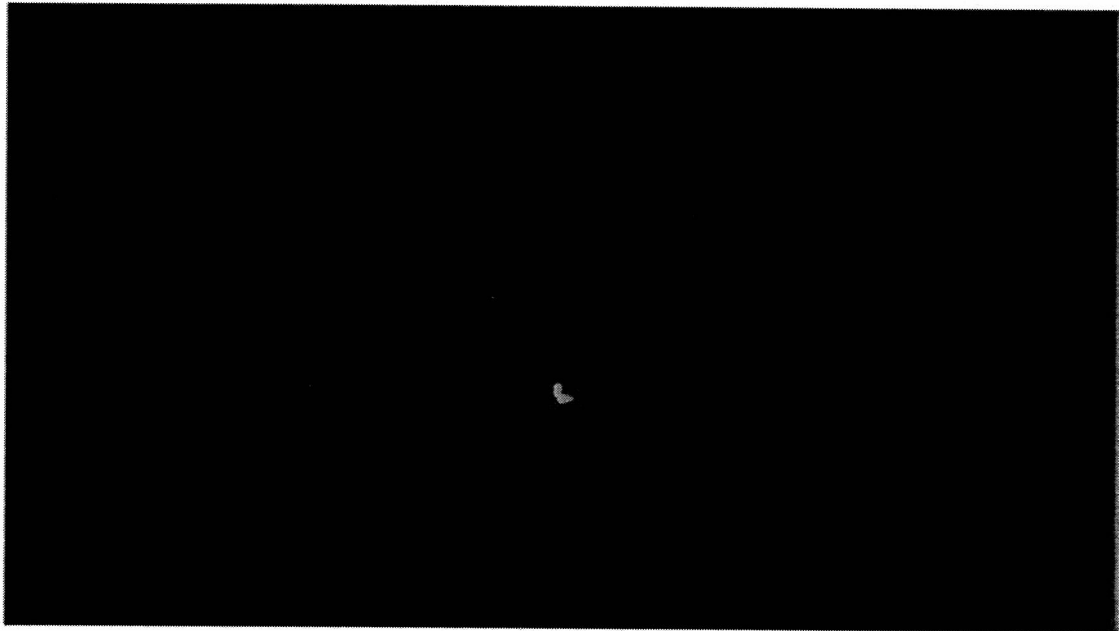


Sc. 175

Pnl. C

Bg.

day night

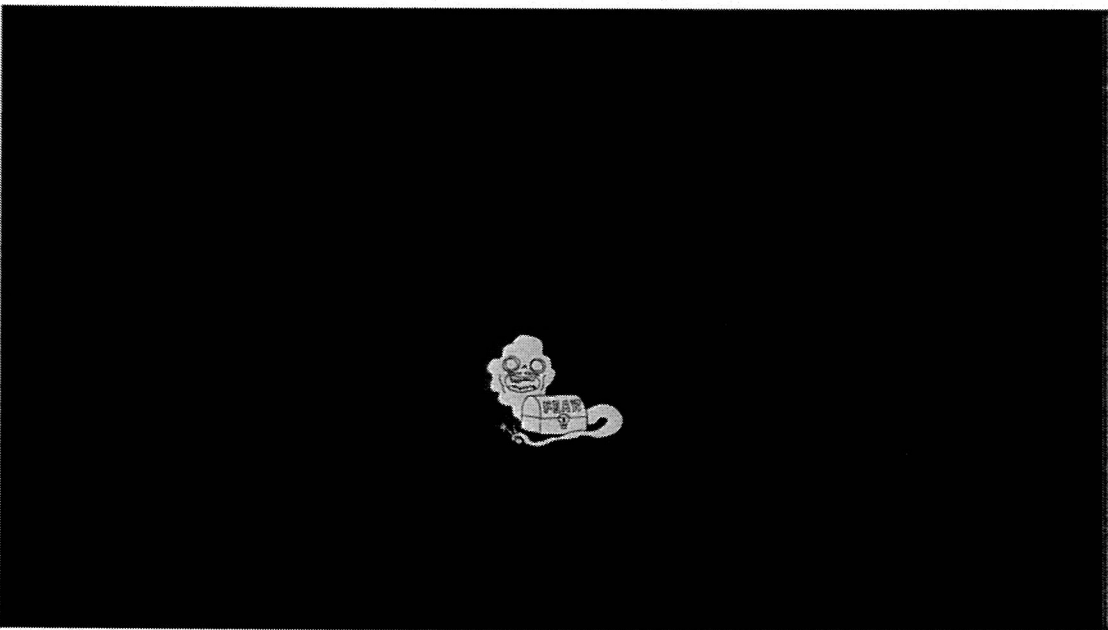


Sc. 175

Pnl. D

Bg.

day night



Dialog:
Action: - CAMERA APPROACHES FEAR FEASTER
Timing:

10 08 96

EPISODE #

Production :

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ADVENTURE TIME



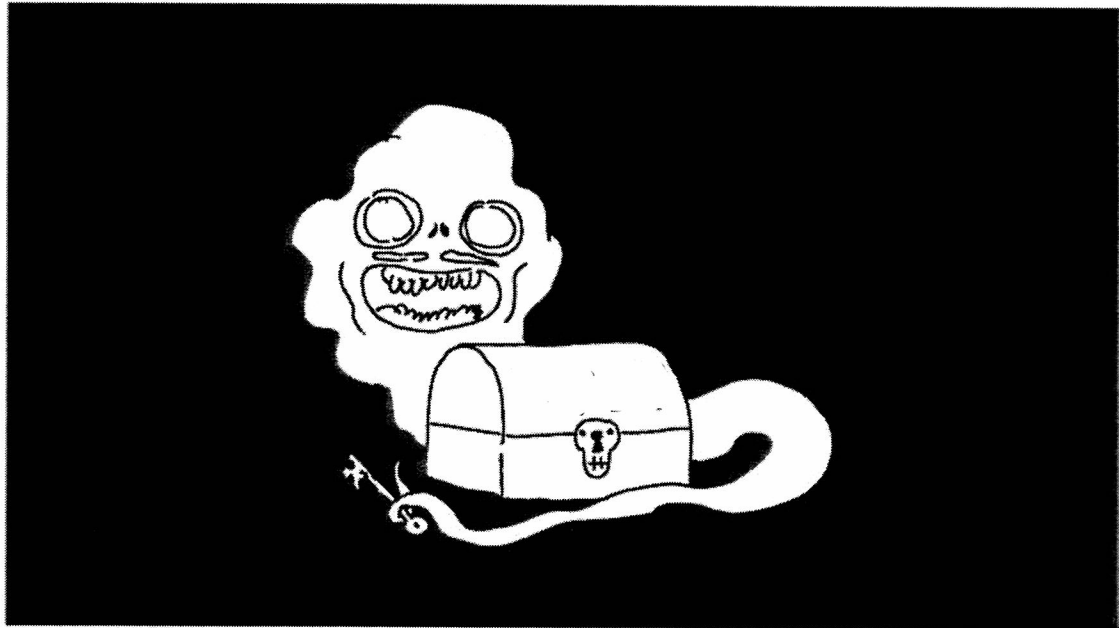
Page 230

Sc. 175

Pnl. E

Bg.

day night



Sc. 175

Pnl. F

Bg.

day night



Dialog:

Action: - FEAR FEASTER IS CURLED AROUND CHEST.

- FEAR FEASTER INSERTS KEY
- TURNS IT
- CLICK

Timing:

10 08 9'6

EPISODE #

Production :

ADVENTURE TIME

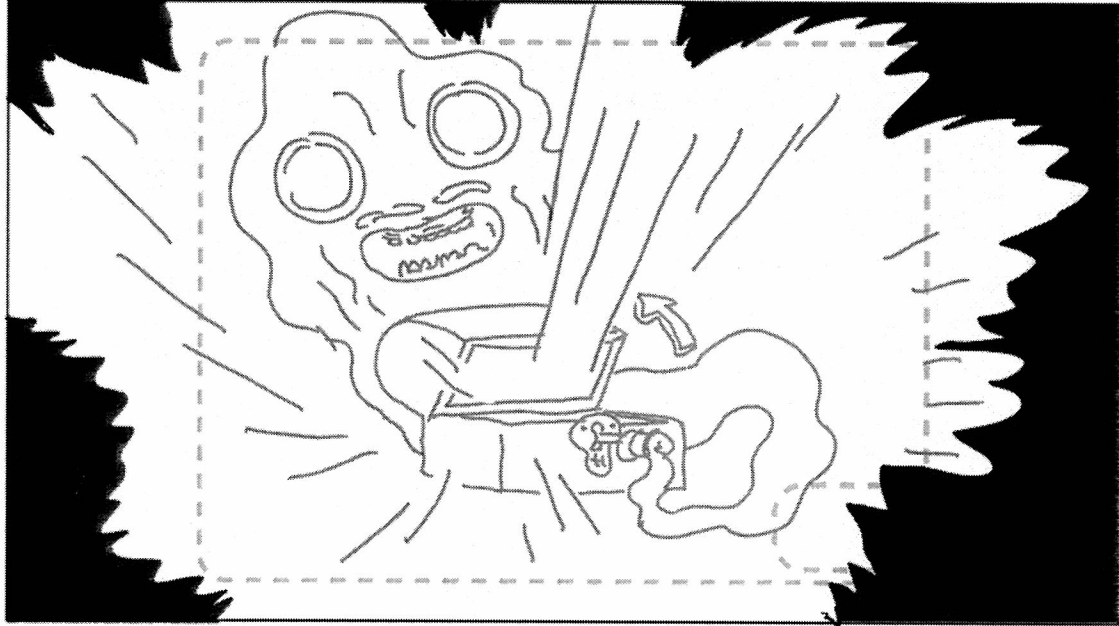


Sc. 175

Pnl. 6

Bg.

day night

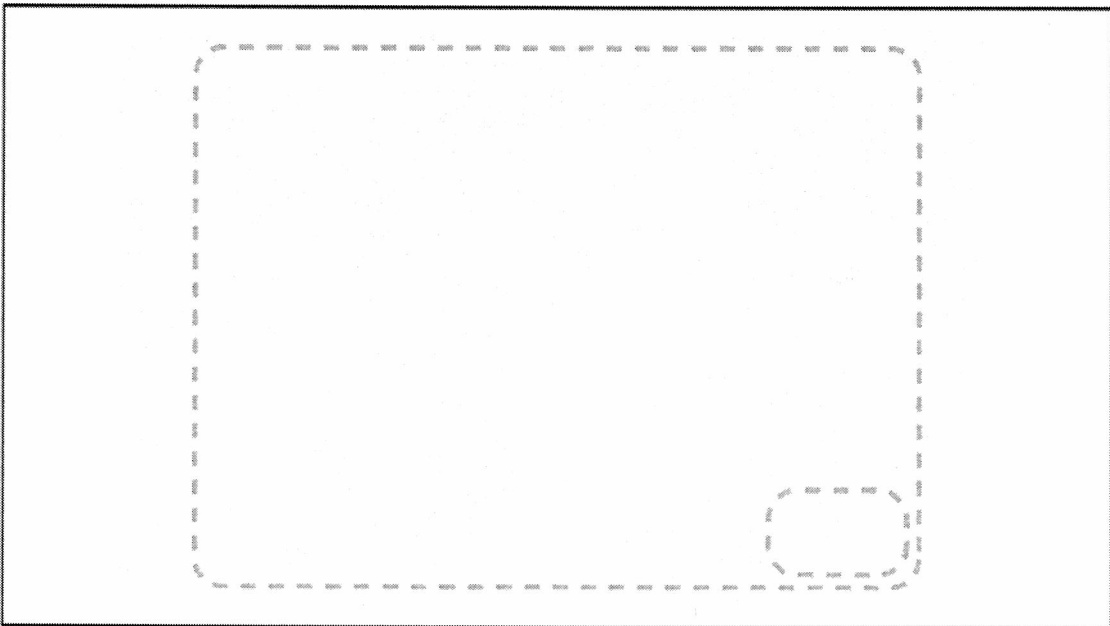


Sc. 175

Pnl. H

Bg.

day night



Dialog:

Action:

- LIGHT SHOOTS OUT

- LIGHT SATURATES
SCREEN

Timing:

10 08 96

EPISODE #

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ADVENTURE TIME

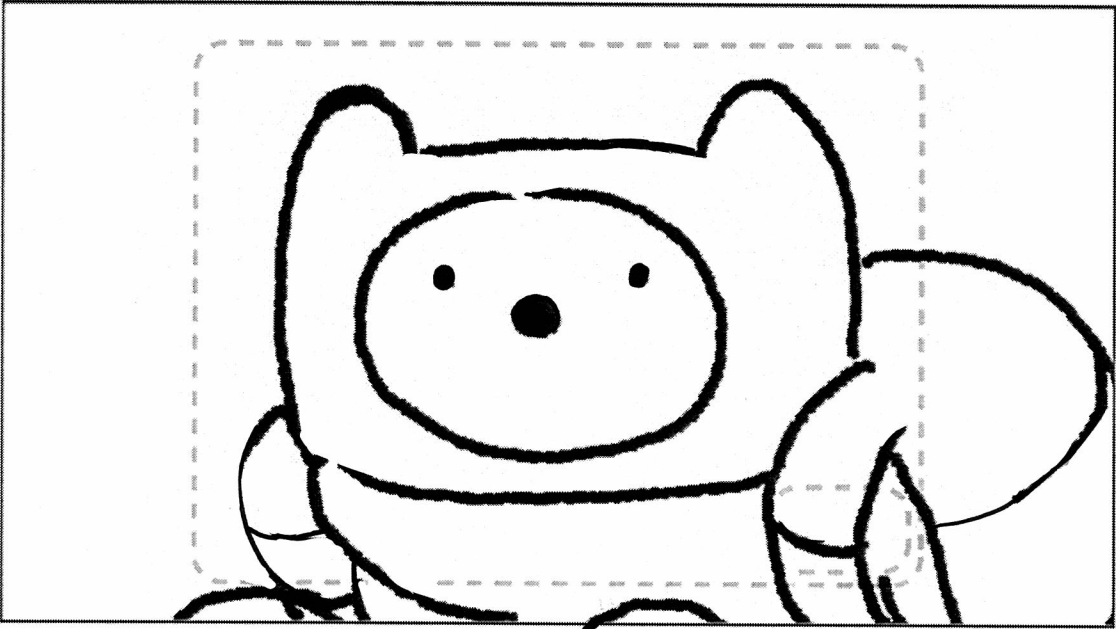


Sc. 176

Pnl. A

Bg.

day night

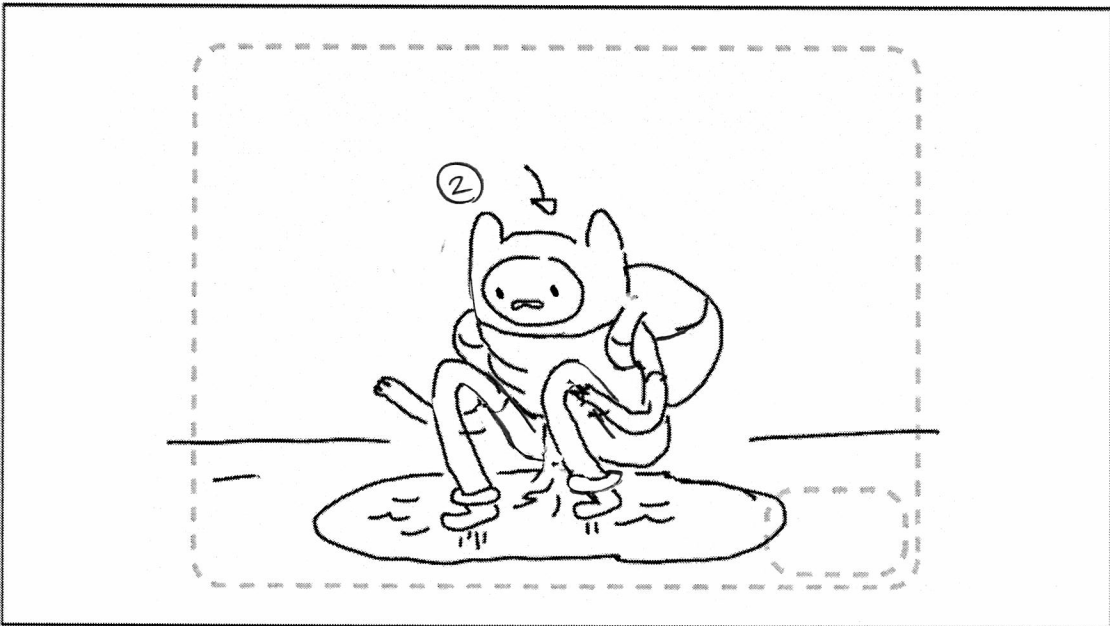


Sc. 177

Pnl. A

Bg.

day night



Dialog:

FINN : GASP

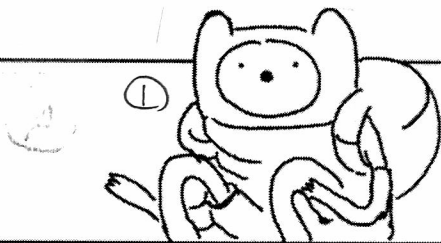
FINN : OH GROSS.

Action:

SMASH CUT TO FINN

- FINN LOOKS DOWN AND SEES A
PUDDLE OF SEAWATER AT HIS FEET.

Timing:



EPISODE # 100896

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ADVENTURE TIME

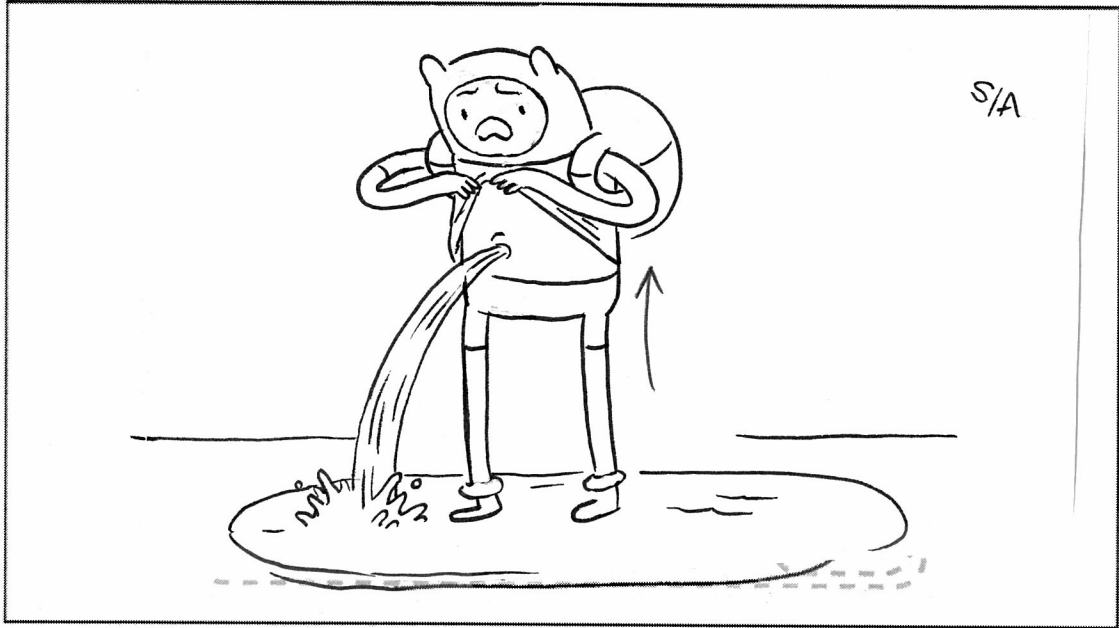


Sc. 177

Pnl. B

Bg.

day night

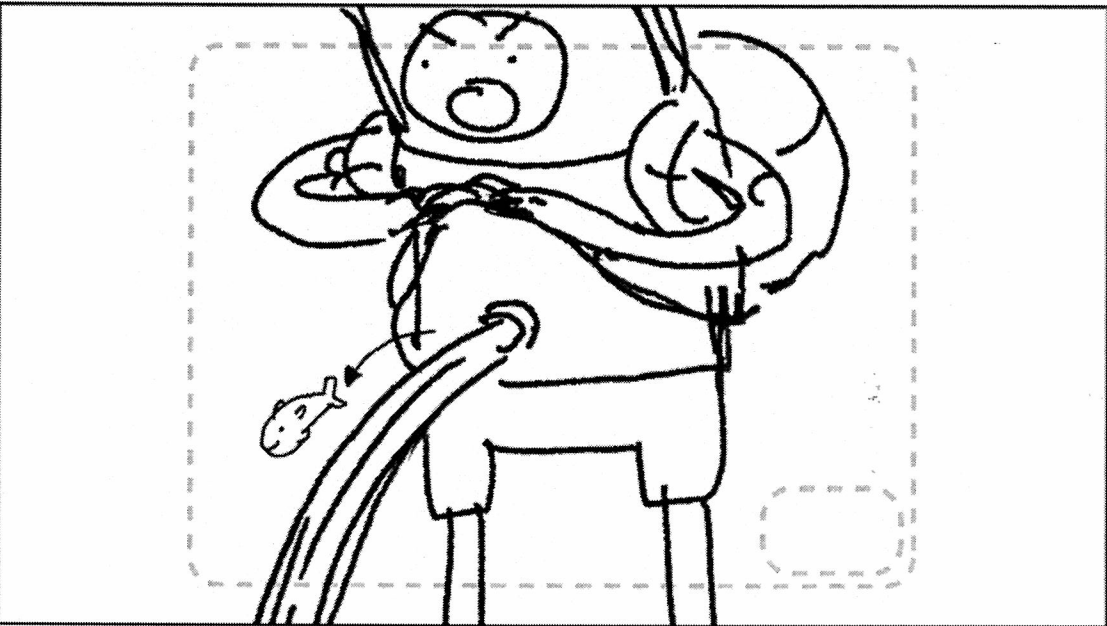


Sc. 178

Pnl. A

Bg.

day night



Dialog:

FINN: OH DOUBLE GROSS!

SFX: * SPSHH! *

Action:

- FINN STANDS UP AND LIFTS SHIRT.
- SEA WATER POURS OUT OF FINN'S BELLYBUTTON

- FISH SQUIRTS OUT OF FINN'S BELLY

Timing:

EPISODE # 100896

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ADVENTURE TIME

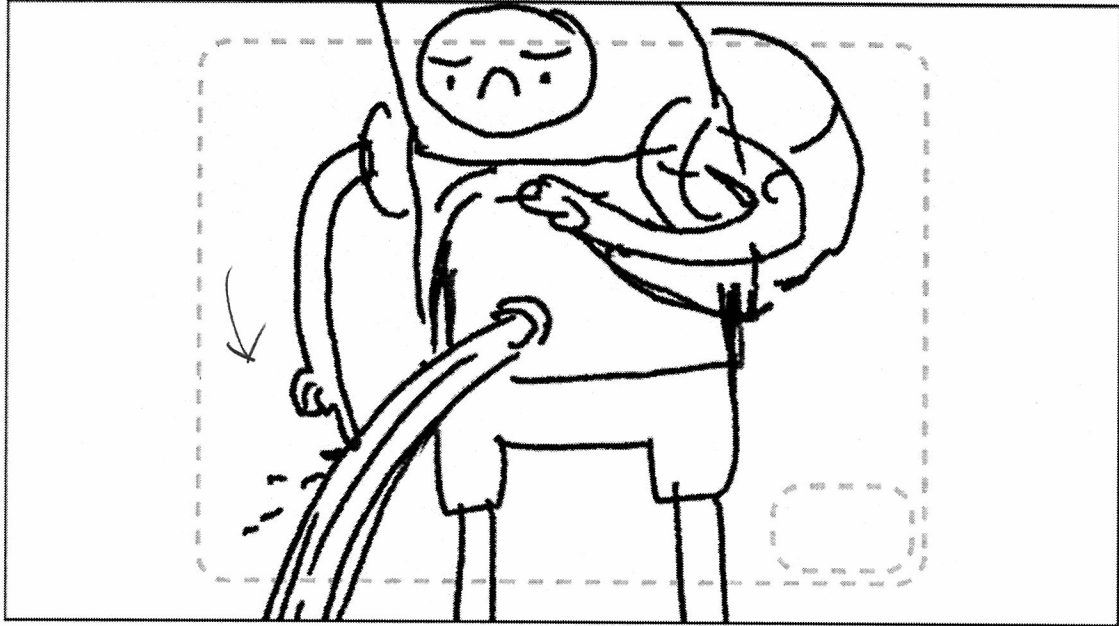


Sc. 178

Pnl. B

Bg.

day night

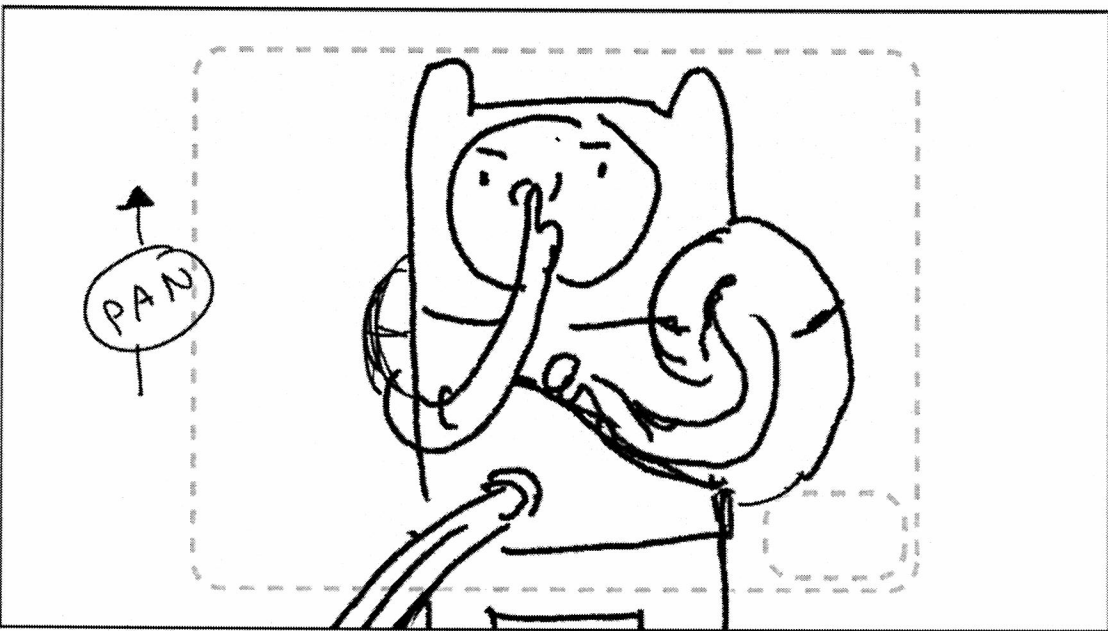


Sc. 178

Pnl. C

Bg.

day night



Dialog:

SFX: * DISTANT SEAGULL CRY *

Action:

-FINN TASTES WATER
-ADJ. UP TO FINN'S FACE.

Timing:

EPISODE # 10 08 96
Production :

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ADVENTURE TIME

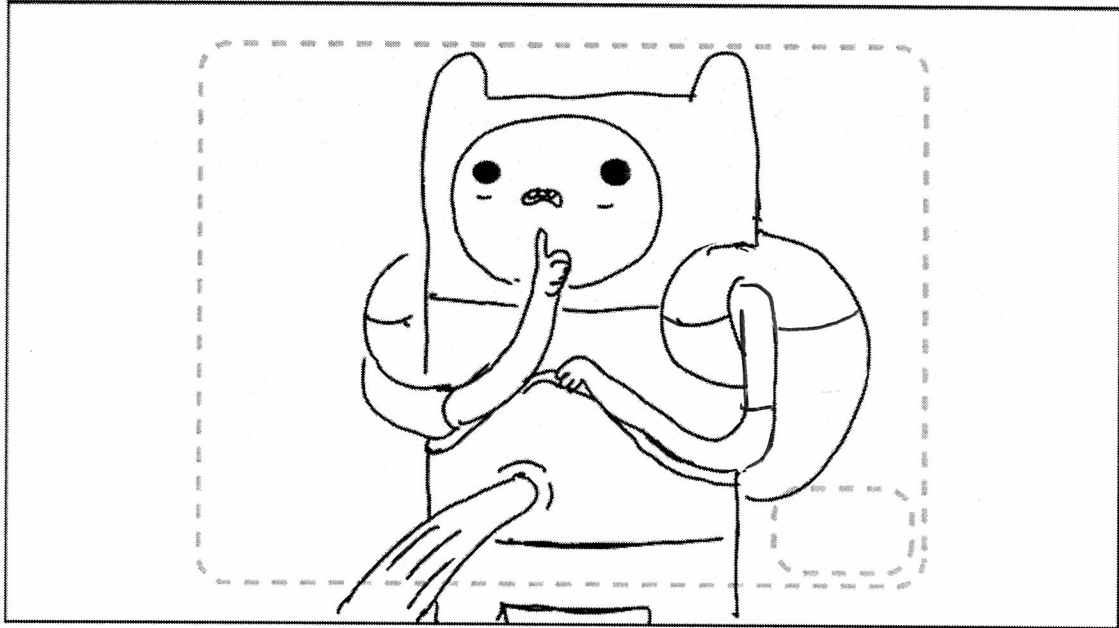


Sc. 178

Pnl. P

Bg.

day night

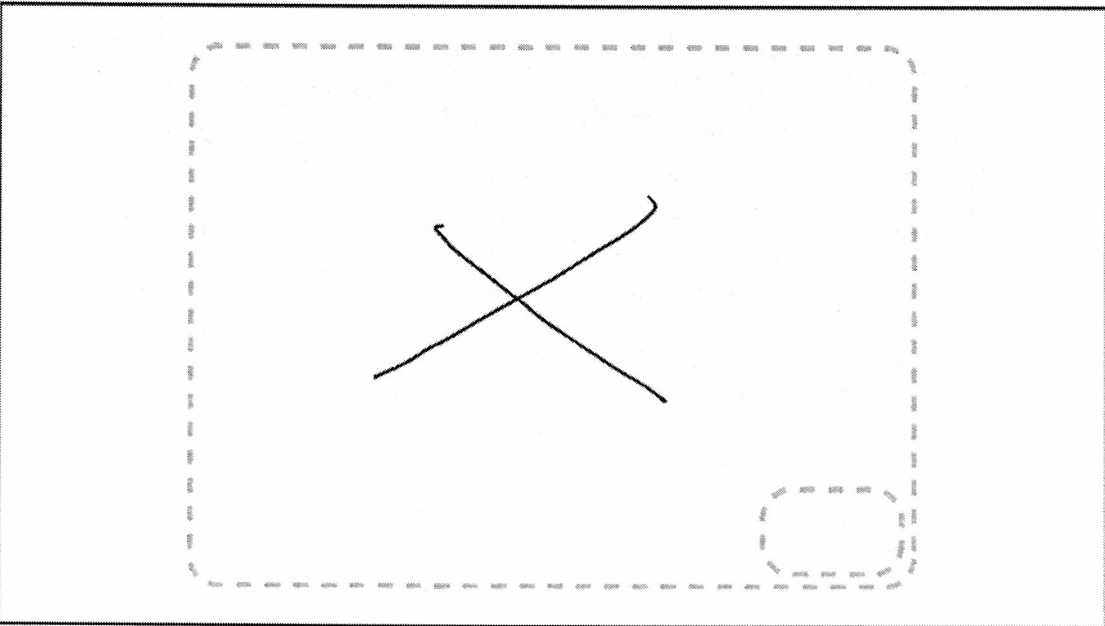


Sc.

Pnl.

Bg.

day night



Dialog:

F (WHISPERED) - THE OCEAN.

Action:

Timing:

10 08 98

EPISODE #

Production :

ADVENTURE TIME

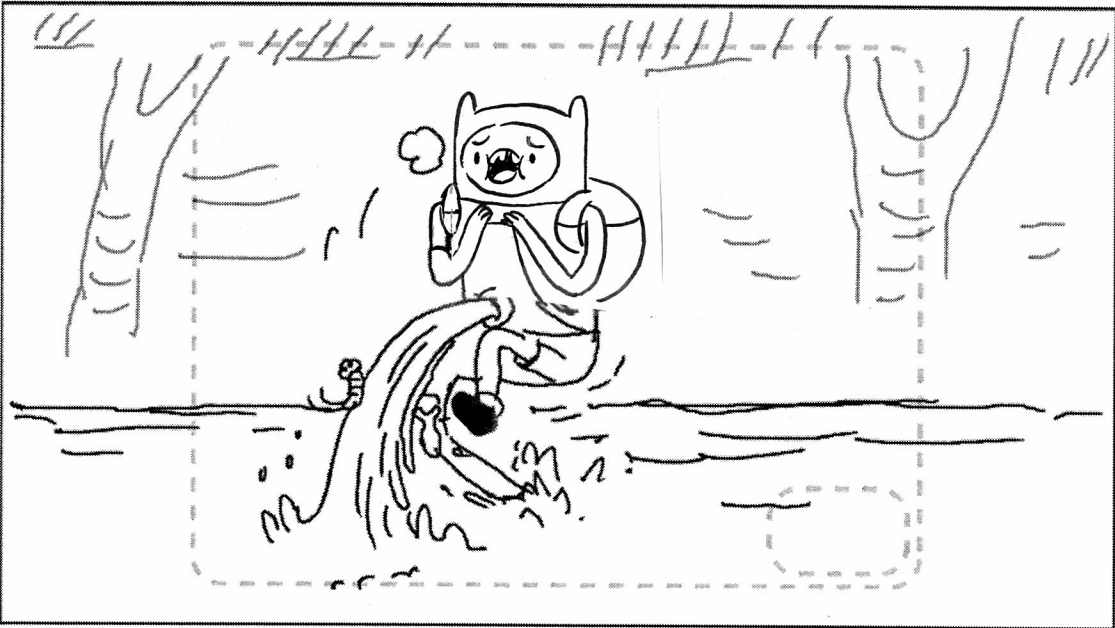


Sc. 179

Pnl. A

Bg.

day night

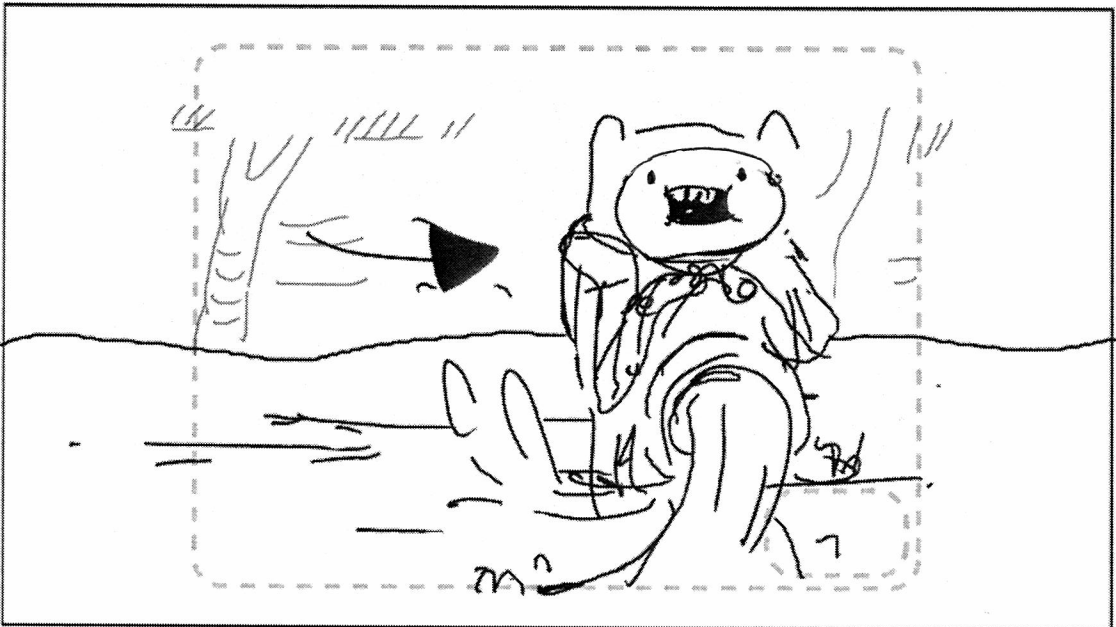


Sc.

Pnl. B

Bg.

day night



Dialog:

F: AAAH! AAAH!

F: AAAH! AAAH!

Action:

- SHRIMP AND FISH
COME OUT, WATER RISES

- FINN WHEELS AROUND, PANICKED
- WATER CONTINUES GUSHING FROM FINN'S BELLY

Timing:

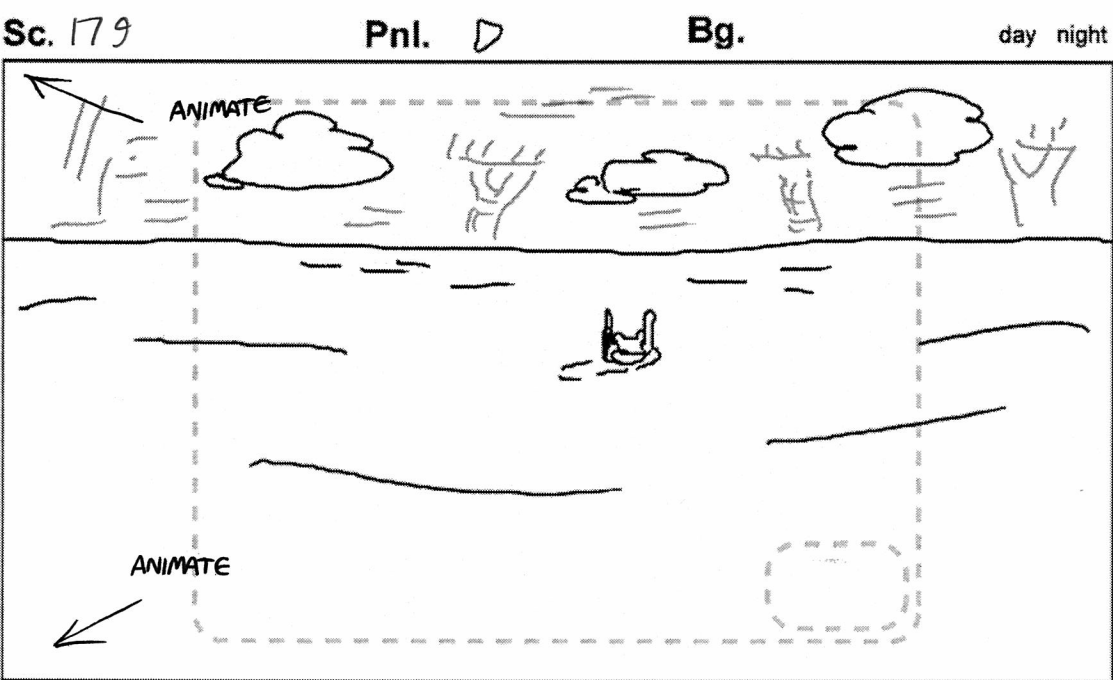
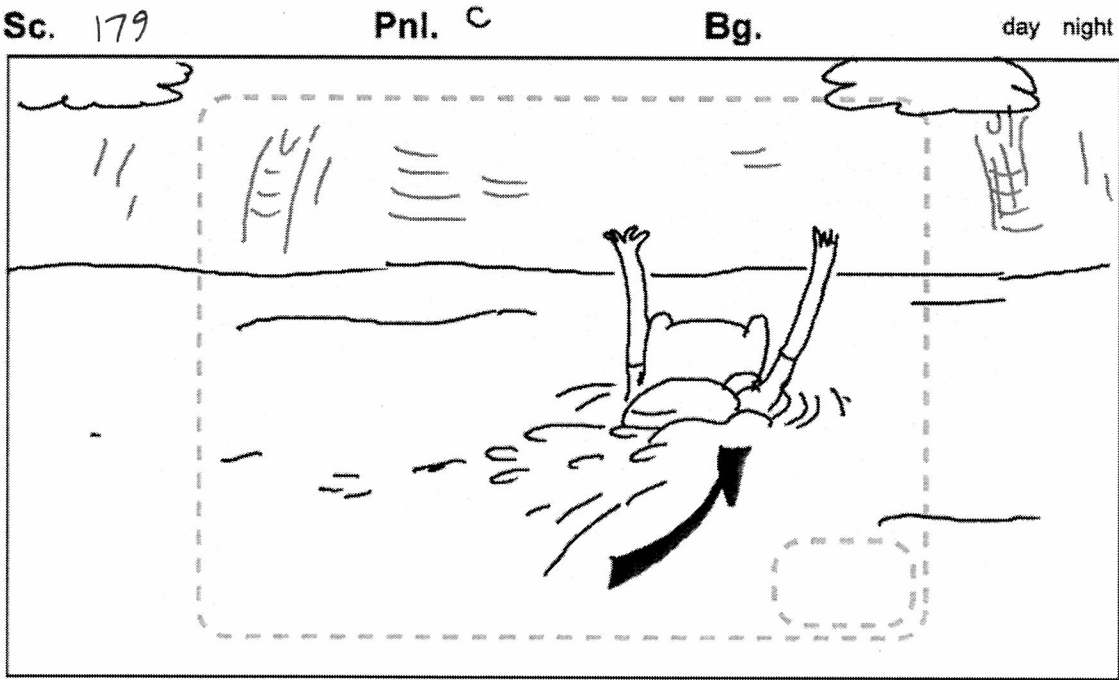
10 08 9'6

EPISODE #

Production :

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ADVENTURE TIME



Dialog:	F: AAH! AAH!	F: AAH! AAH!
Action:	- FINN WADES OFF INTO THE DISTANCE - CLOUDS PAN ON/S AS CAMERA ANIMATES OUT.	
Timing:		

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ADVENTURE TIME



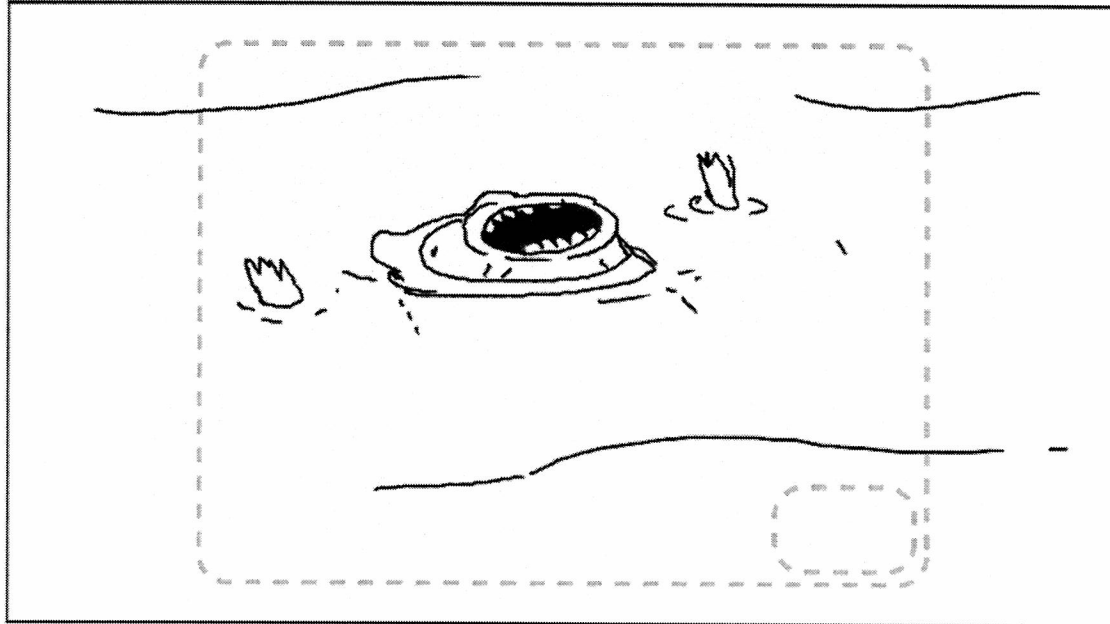
Page 238

Sc. 180

Pnl. A

Bg.

day night

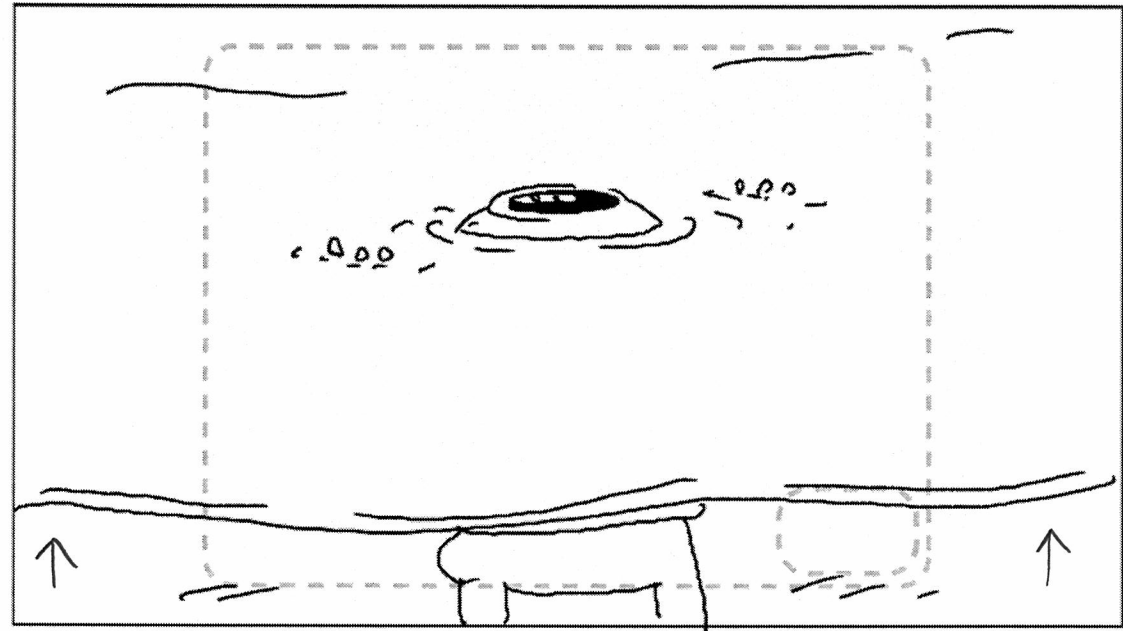


Sc. 180

Pnl. B

Bg.

day night



Dialog:

E: A A A A A A A A A A A A A H

Action:

- WATER LEVEL RISES

Timing:

10 08 96

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ADVENTURE TIME

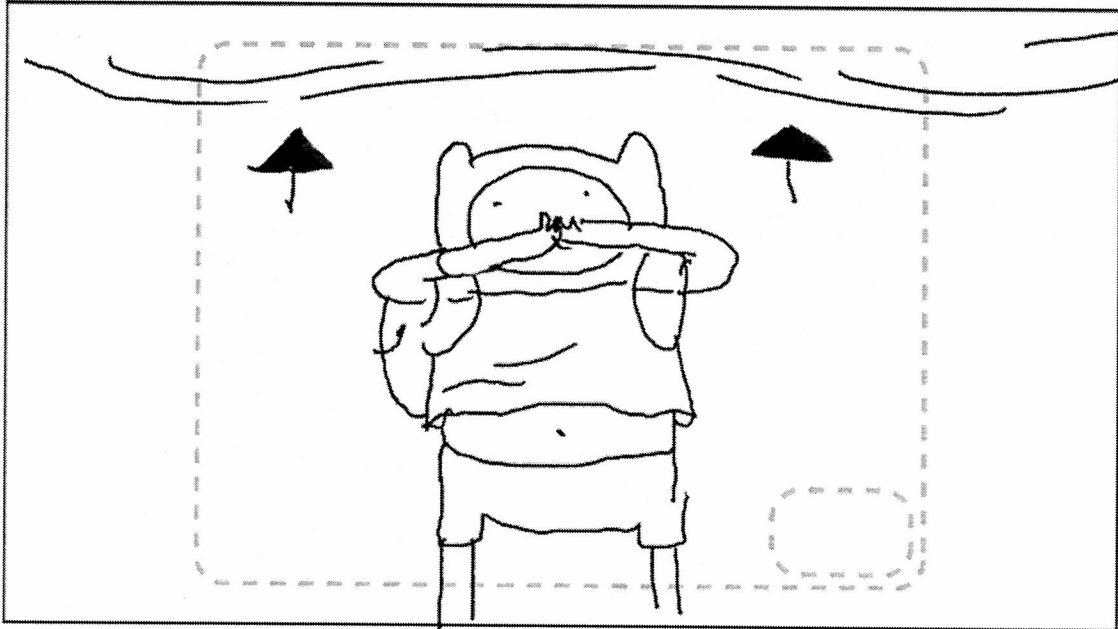


Sc. 180

Pnl. C

Bg.

day night

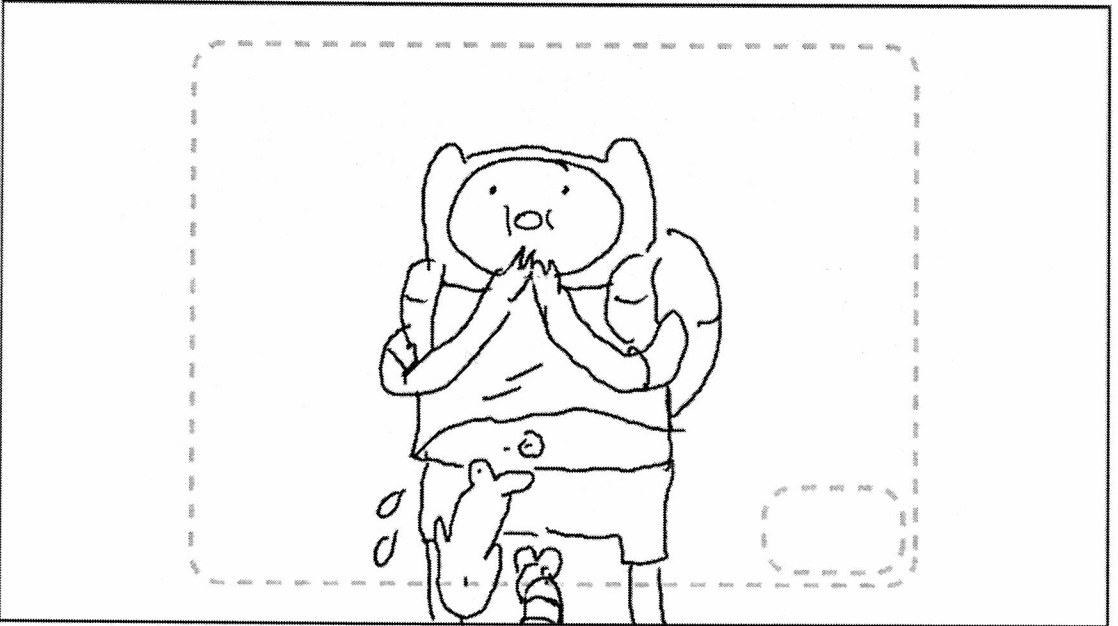


Sc. 180

Pnl. D

Bg.

day night



Dialog:	
(F) HUP	(F) OKAY OKAY THAT WASN'T SO BAD
Action:	
- WATER PASSES - - NORMAL GREEN TREEHOUSE INT.	- FISH FLOPPIN' OUT OF BELLY.
Timing:	

EPISODE # 100896
Production :

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ADVENTURE TIME

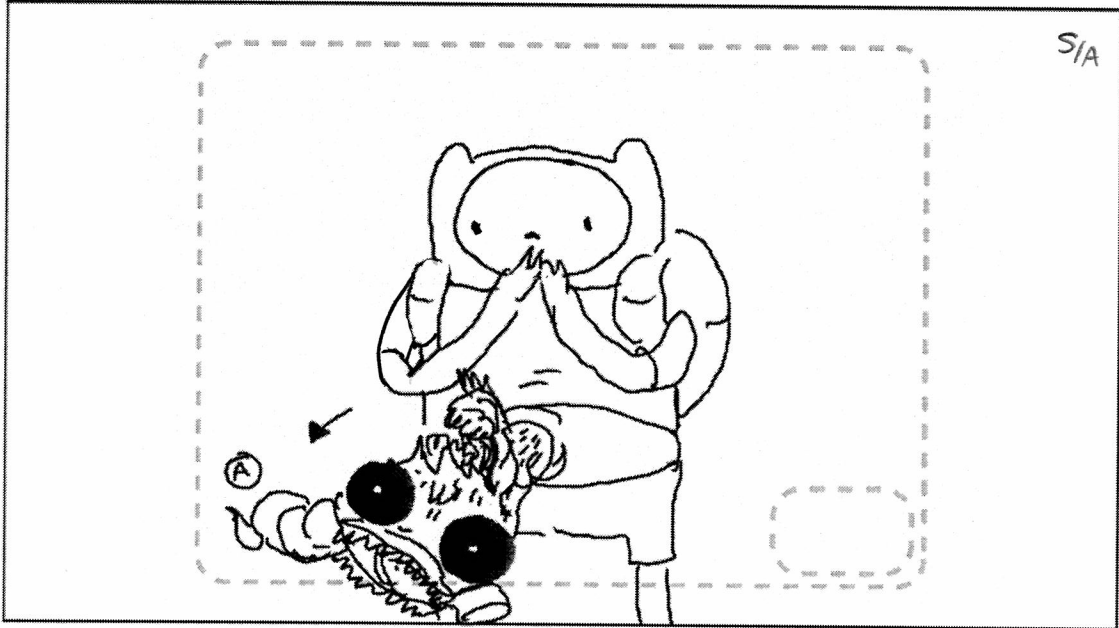


Sc. 180

Pnl. E

Bg.

day night

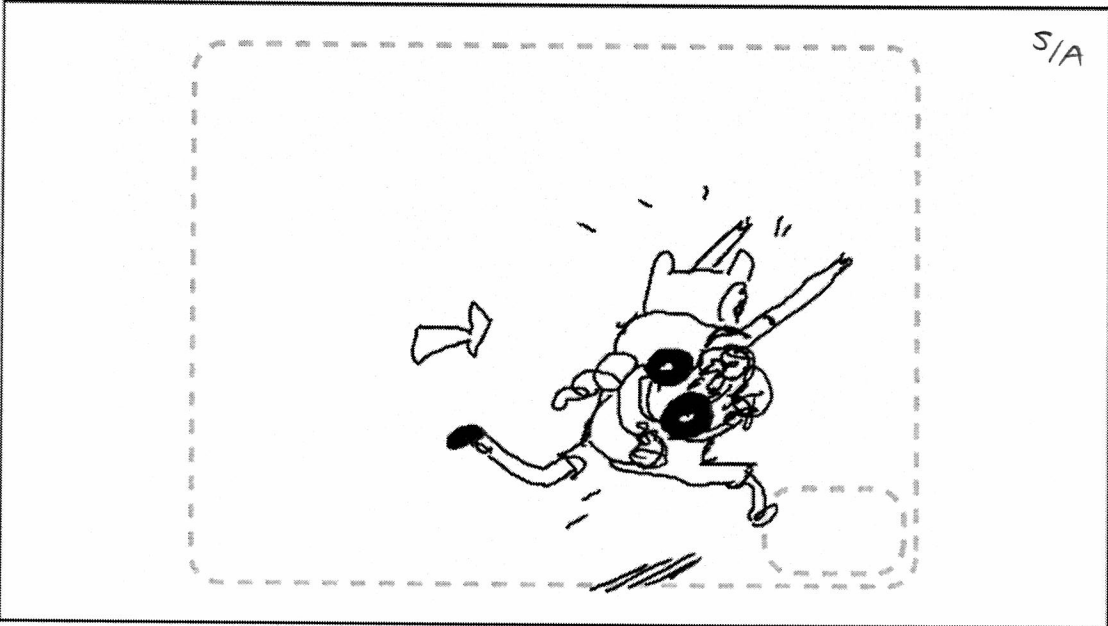


Sc. 180

Pnl. F

Bg.

day night



Dialog:

SFX: POP

EEEEEEEEEE!

Action:

-THE LICH'S HEAD POPS OUT OF BELLYBUTTON.

- FINN STARTS RUNNING, LICH TRAILING FROM FINN'S BELLY

Timing:



10 08 96

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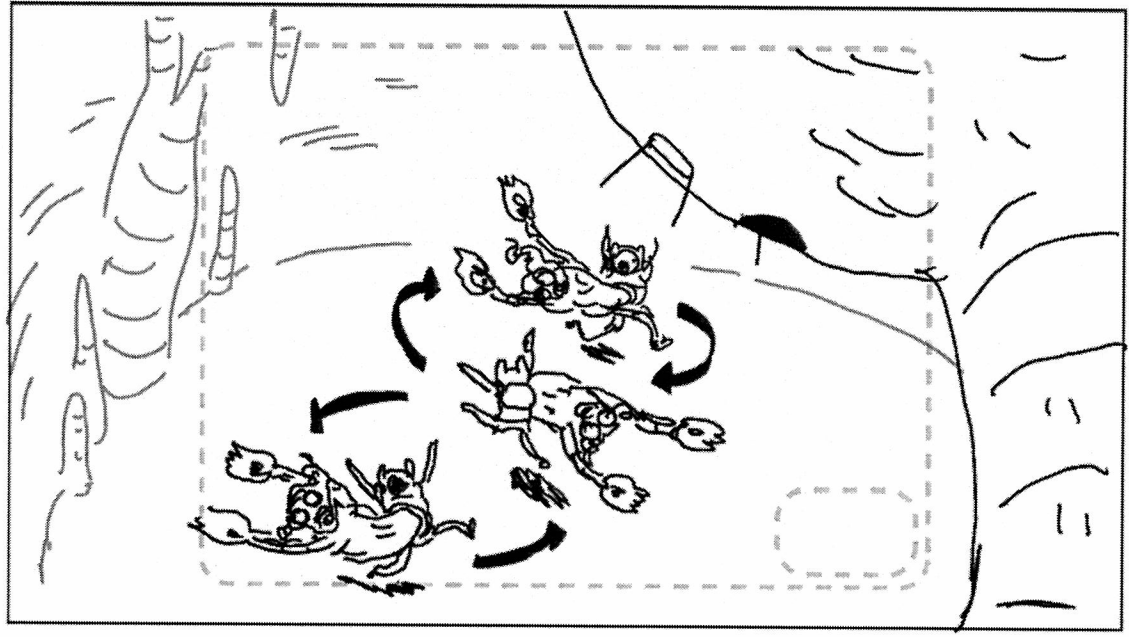


Sc. 181

Pnl. A

Bg.

day night

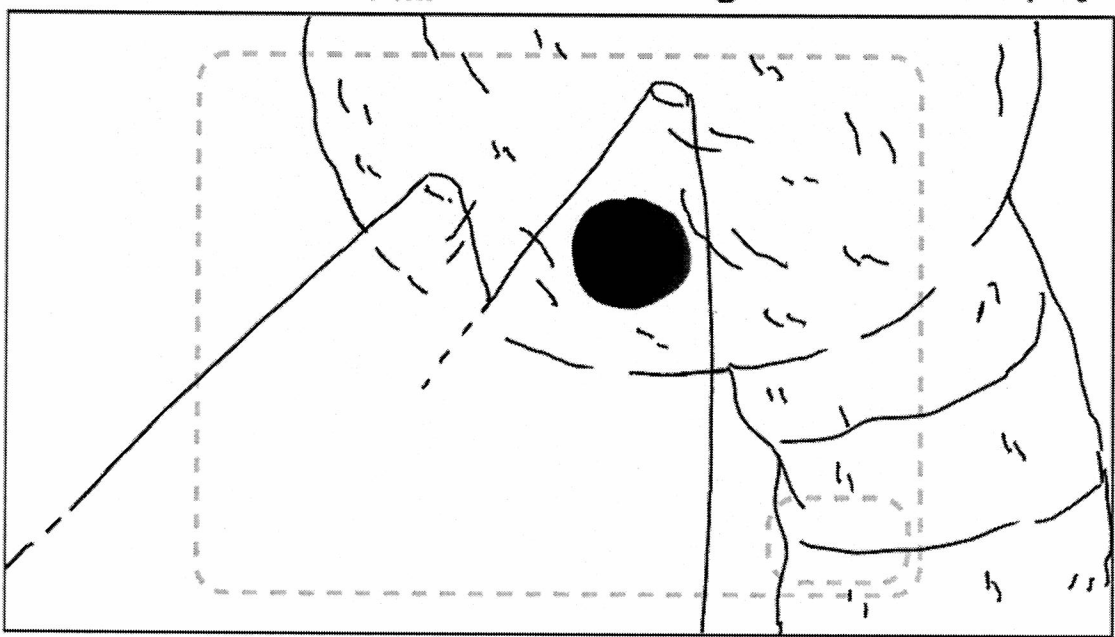


Sc. 182

Pnl. A

Bg.

day night



Dialog:

(F) AAAAAH ; AAAAAH ;
AAAAAH ;

(WK) WOM-WOM-WOM - ENOUGH - WOM -
HEY WHY DON'T YOU SIT DOWN,
OR PASS OUT OR SOMETHING.

Action:

-FINN RUNS IN FIGURE 8s

- WORM KING STARTS TO LOOK WITHERED

Timing:

10 08 96

EPISODE #

Production :

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ADVENTURE TIME



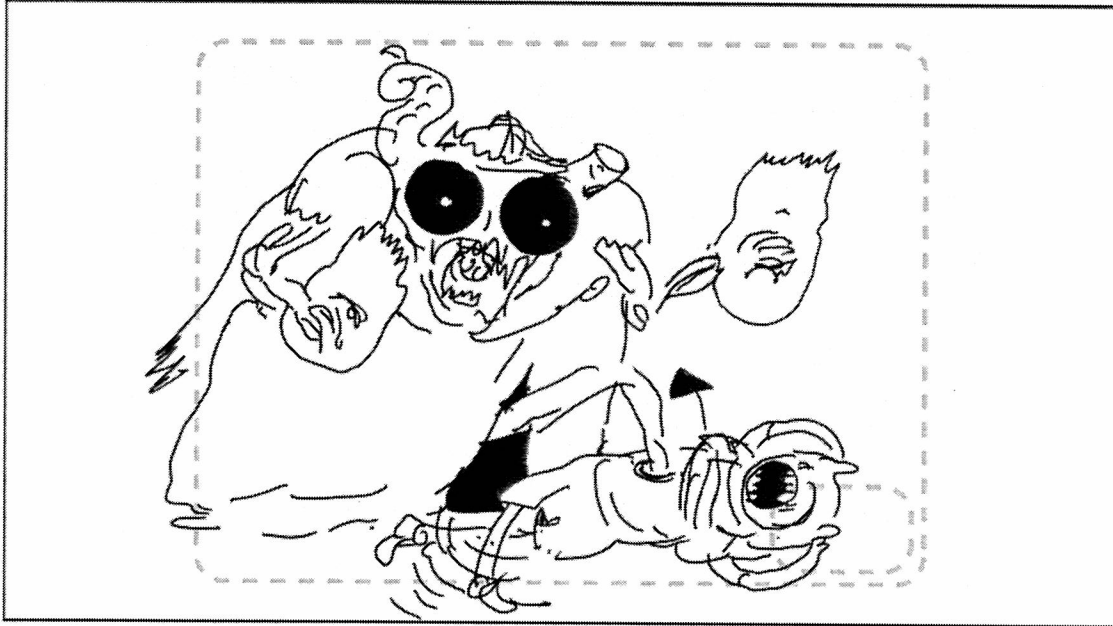
Page 242

Sc. 183

Pnl. A

Bg.

day night

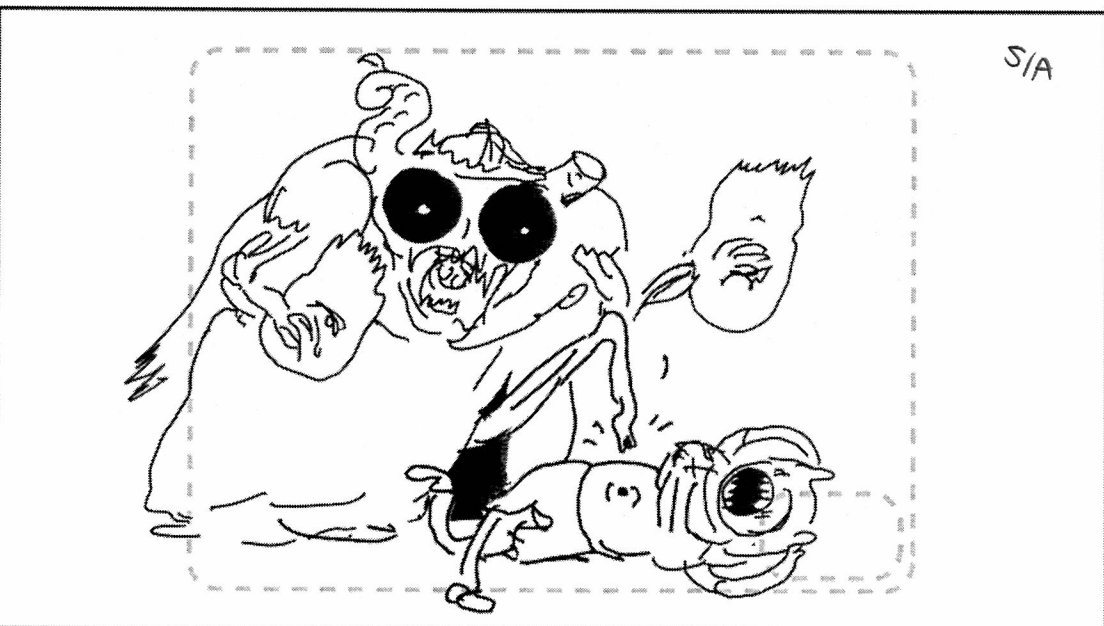


Sc. 183

Pnl. B

Bg.

day night



Dialog:

Ⓕ AAAAAH! AAAHH! NEVER!

SFX = POP!

Action:

- LICH STEPS OUT OF FINN'S BELLYBUTTON
- FINN KICKS WILDLY.

- LICH'S FOOT POPS OUT OF FINN'S BELLYBUTTON.

Timing:

10 08 9'6

EPISODE #

Production :

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ADVENTURE TIME



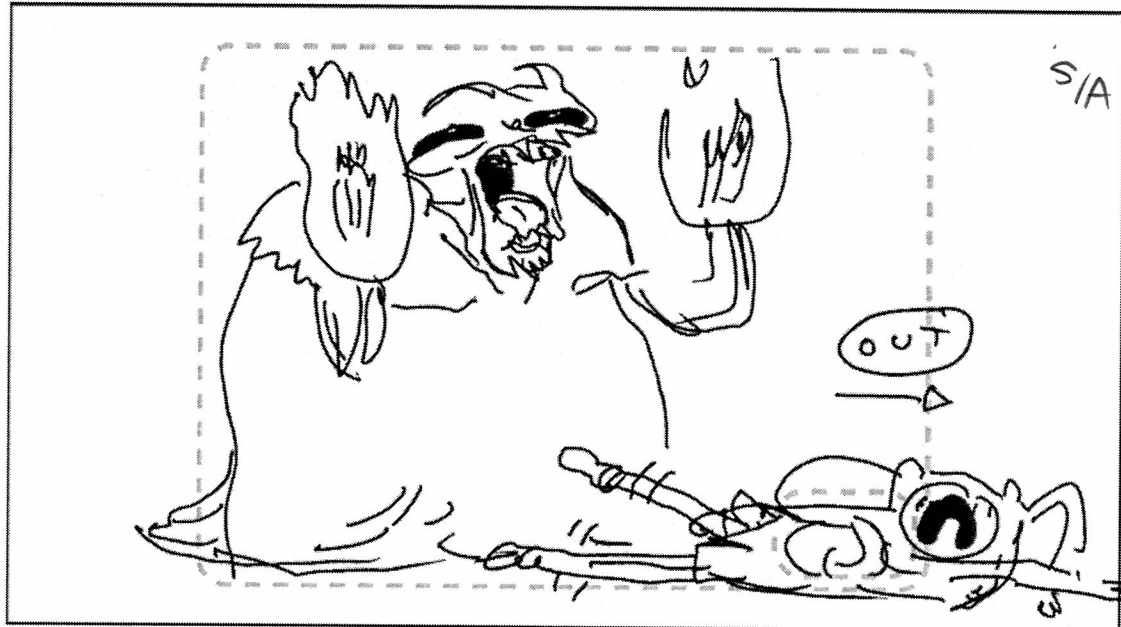
Page 243

Sc. 183

Pnl. C

Bg.

day night



Sc. 183

Pnl. D

Bg.

day night



Dialog:

Ⓕ AAAH! AAAH! AAAH!
Ⓖ HAH A!

Action:

- (GREEN FLAME) FORMS AROUND LICH'S HANDS.
- FINN CRAWLS OFF/S.

- LICH FIRES TWO BLASTS OFF/S.

Timing:

EPISODE # 100896

Production :

ADVENTURE TIME

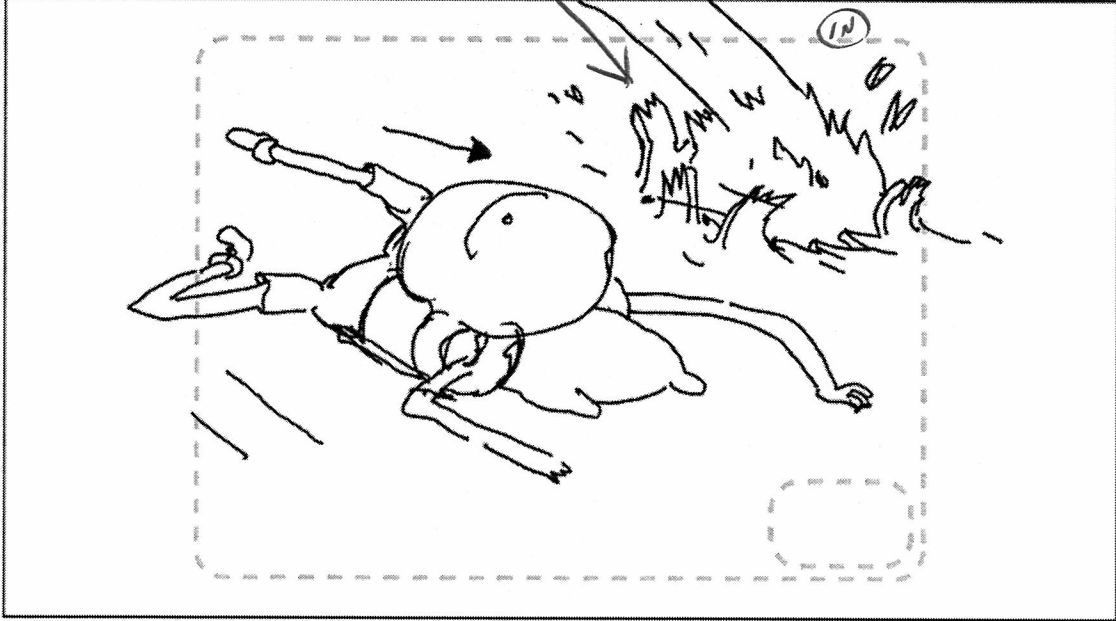


Sc. 184

Pnl. A

Bg.

day night

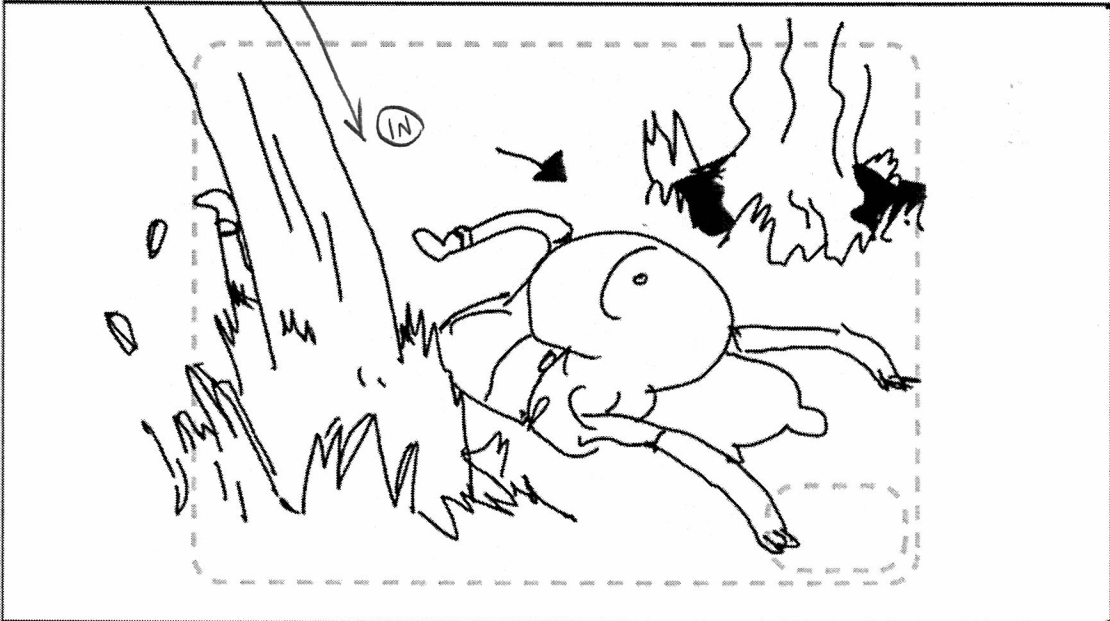


Sc. 184

Pnl. B

Bg.

day night



Dialog:

Ⓕ (INTO THE FLOOR)
AAAH! AAAH!

SFX: * SKRASHH! *

Ⓕ AAAH! AAAH!

SFX: * SKRAKK!! *

Action:

- FINN CRAWLS ALONG FLOOR FACE DOWN.
- 1ST FIREBALL CRASHES THROUGH FLOOR.

- 2ND FIREBALL CRASHES THROUGH FLOOR

Timing:

10 08 96

EPISODE #

Production :

ADVENTURE TIME

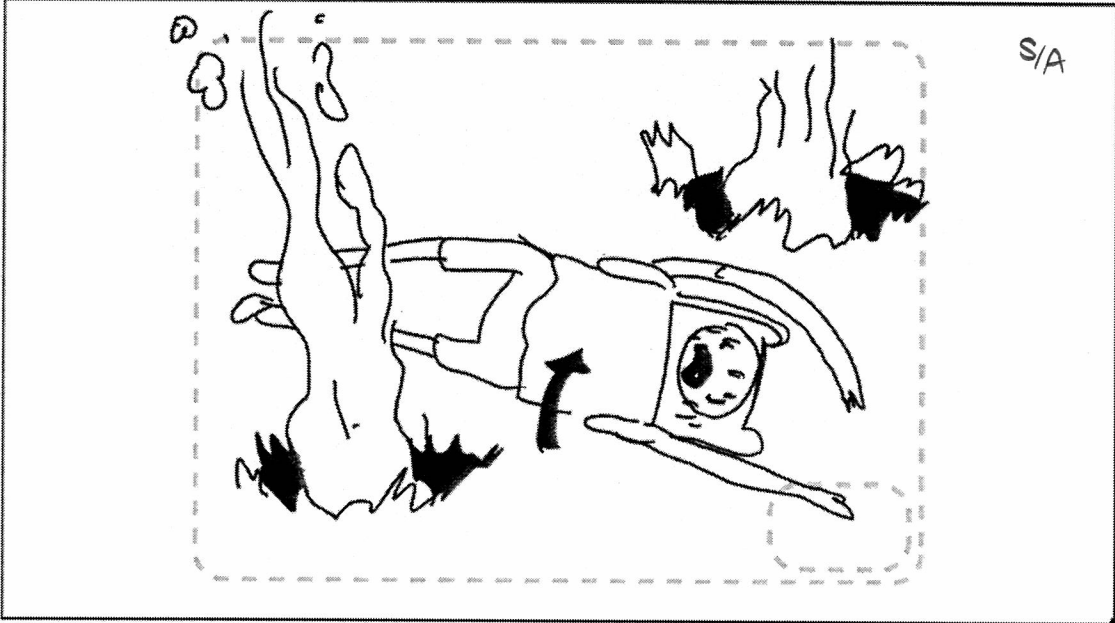


Sc. 184

Pnl. c

Bg.

day night

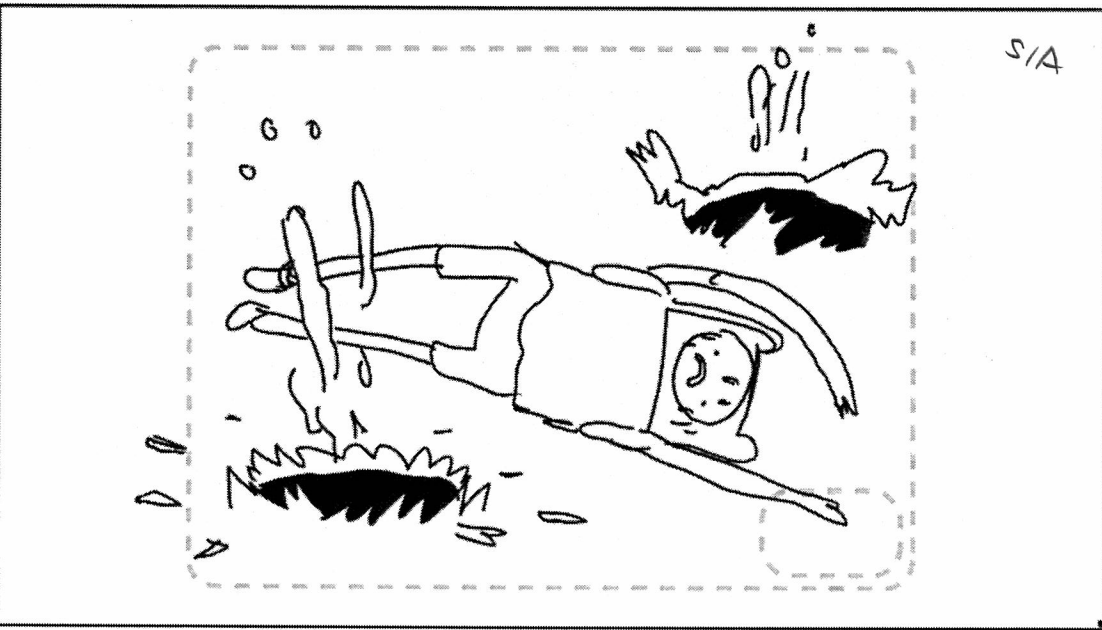


Sc. 184

Pnl. d

Bg.

day night



Dialog:

(FINN) AAAAH!!

(DEEP BREATHING)

(FINN) <INHALE>
<EXHALE IS A SMALL SCREAM>
<INHALE>
<EXHALE IS A SMALL SCREAM>

Action:

- FINN FLIPS OVER,
SWEATING

Timing:

10 08 96

EPISODE #

Production :

ADVENTURE TIME

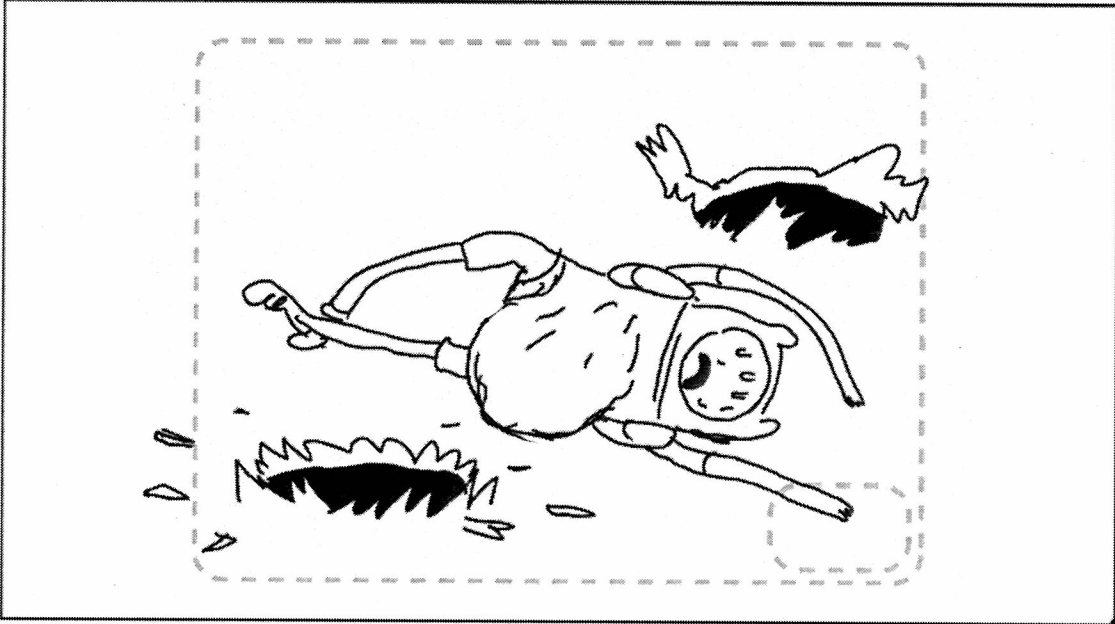


Sc. 184

Pnl. E

Bg.

day night

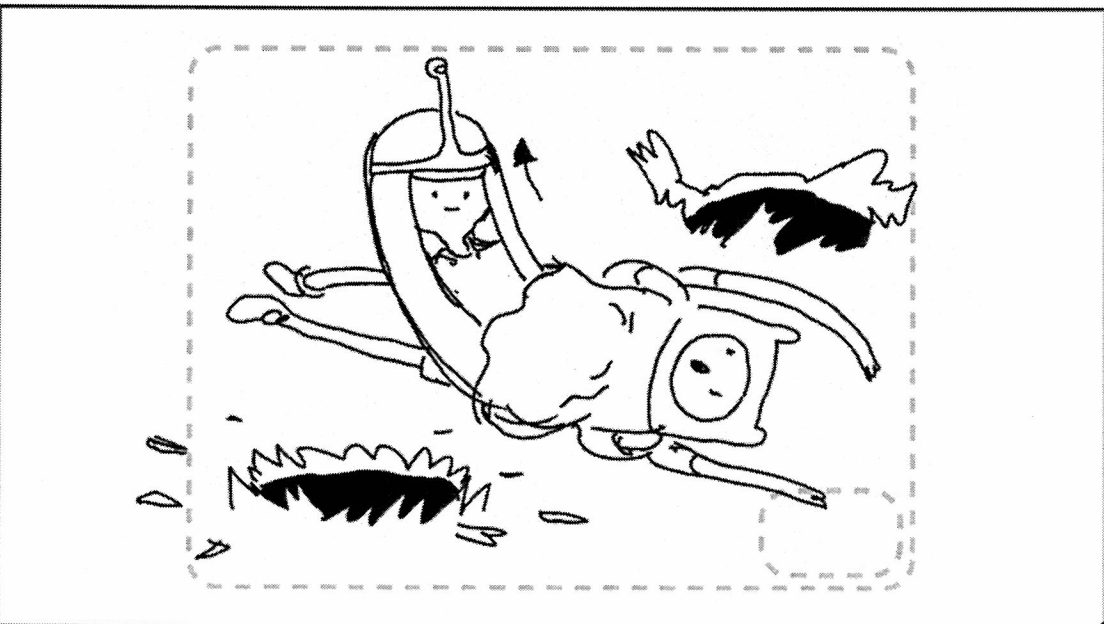


Sc. 184

Pnl. F

Bg.

day night



Dialog:	
(F) BUBBLE GUM!	
Action:	- SOMETHING GROWS UNDER FINN'S SHIRT.
	- PRINCESS BUBBLE GUM POPS OUT FROM BENEATH FINN'S SHIRT.
Timing:	

10 08 96

EPISODE #

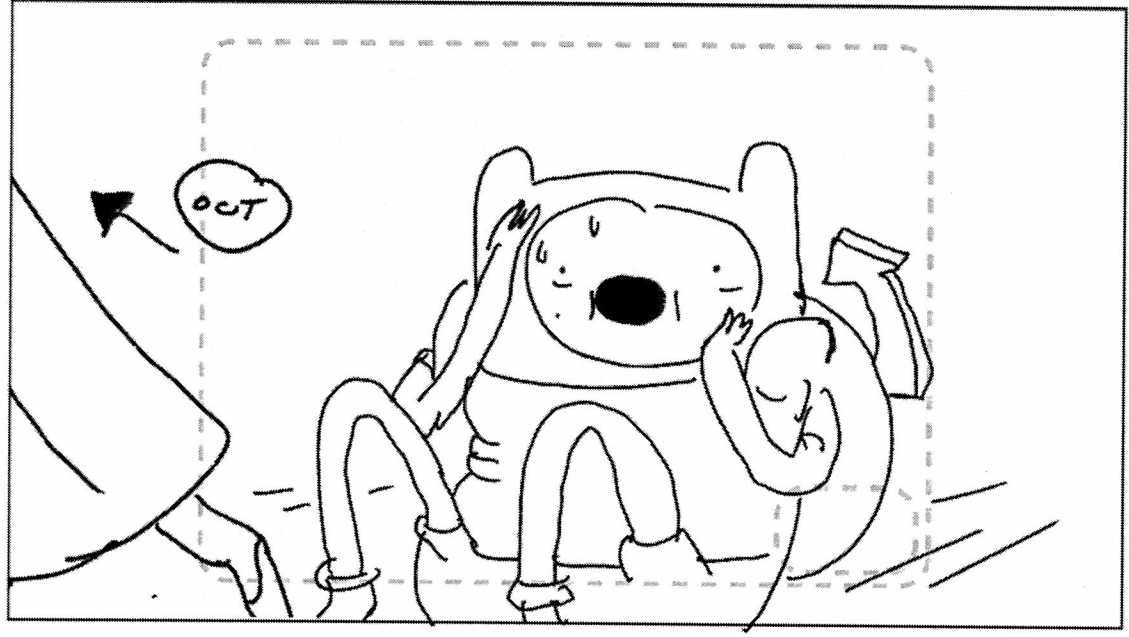
Production :

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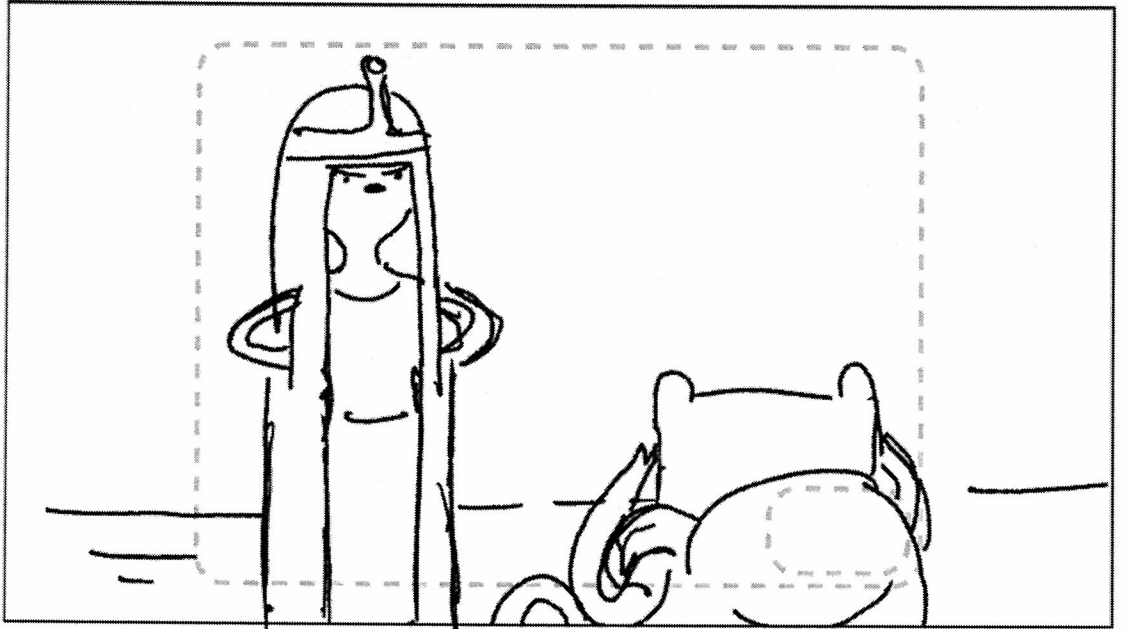
ADVENTURE TIME



Sc. 185 Pnl. A Bg. day night



Sc. 186 Pnl. A Bg. day night

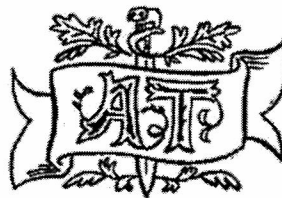


Dialog:	<p>(F) OH - THANK - WAD, PRINCESS. I'M - TRAPPED - IN - THIS - DREAMSCAPE AND IT'S MAKING ME SUPER SCARED OF MY STOMACH - AND -</p>	<p>(PB) FINN! SHUSH!</p>
Action:	<p>- FINN SITS UP - PB WALKS OFF/S</p>	
Timing:		

EPISODE # 10 08 96
Production :

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ADVENTURE TIME

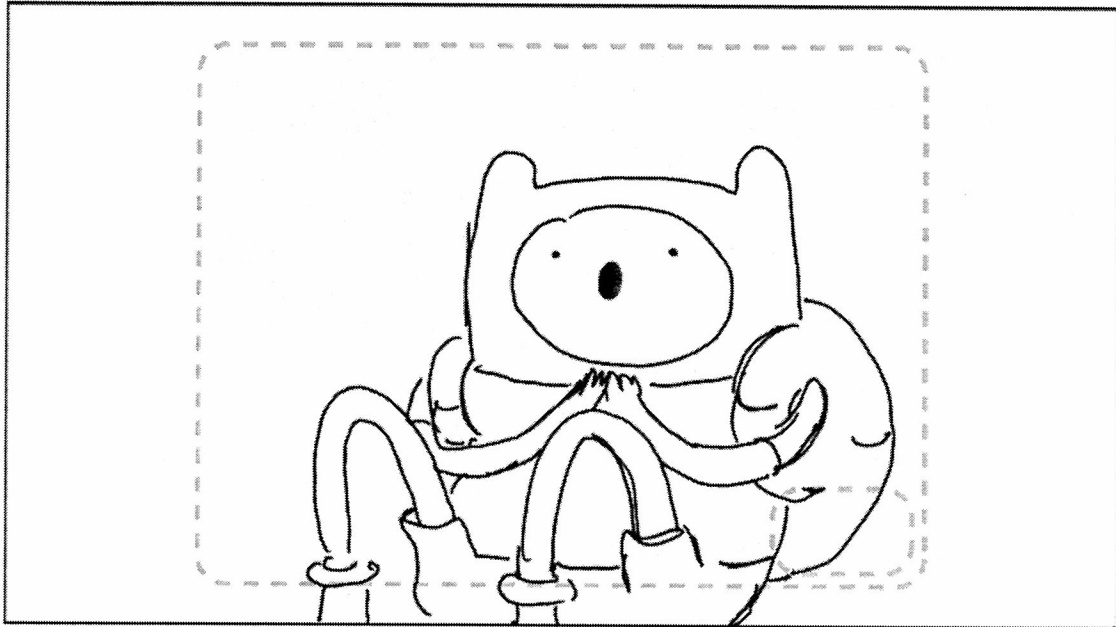


Sc. 187

Pnl. A

Bg.

day night

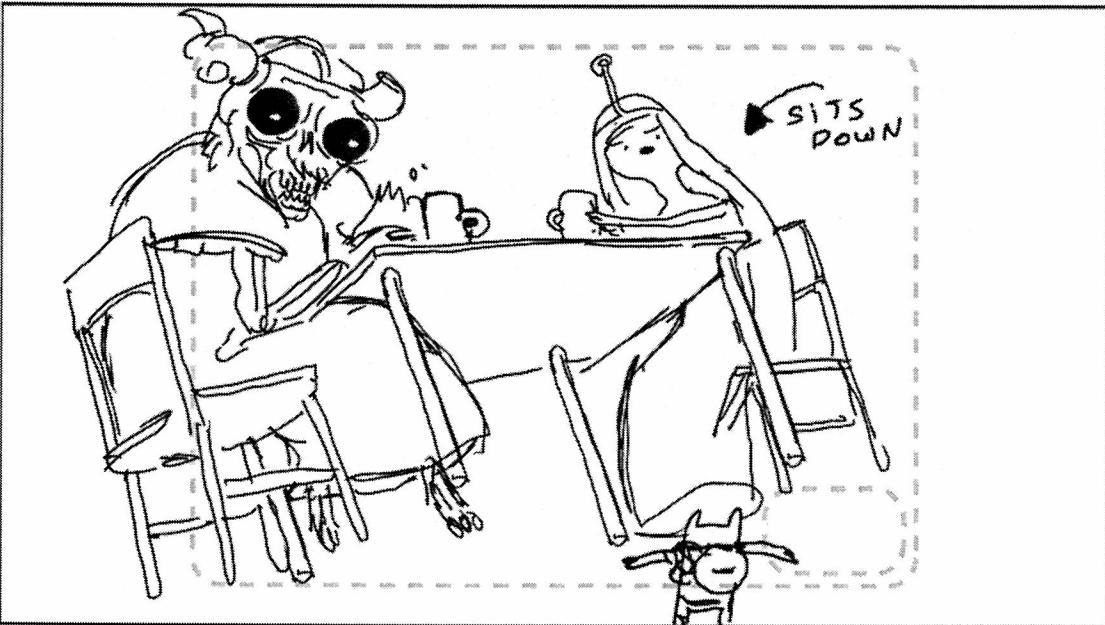



Sc. 188

Pnl. A

Bg.

day night



Dialog:	(PBG) I'M HAVING COFFEE WITH THE LICH. YOU WOULDN'T UNDERSTAND -
Action:	- FINN IS SHOCKED - PB SITS AT TABLE - LICH SIPs TEA.
Timing:	 SHIP.

10 08 96

EPISODE #

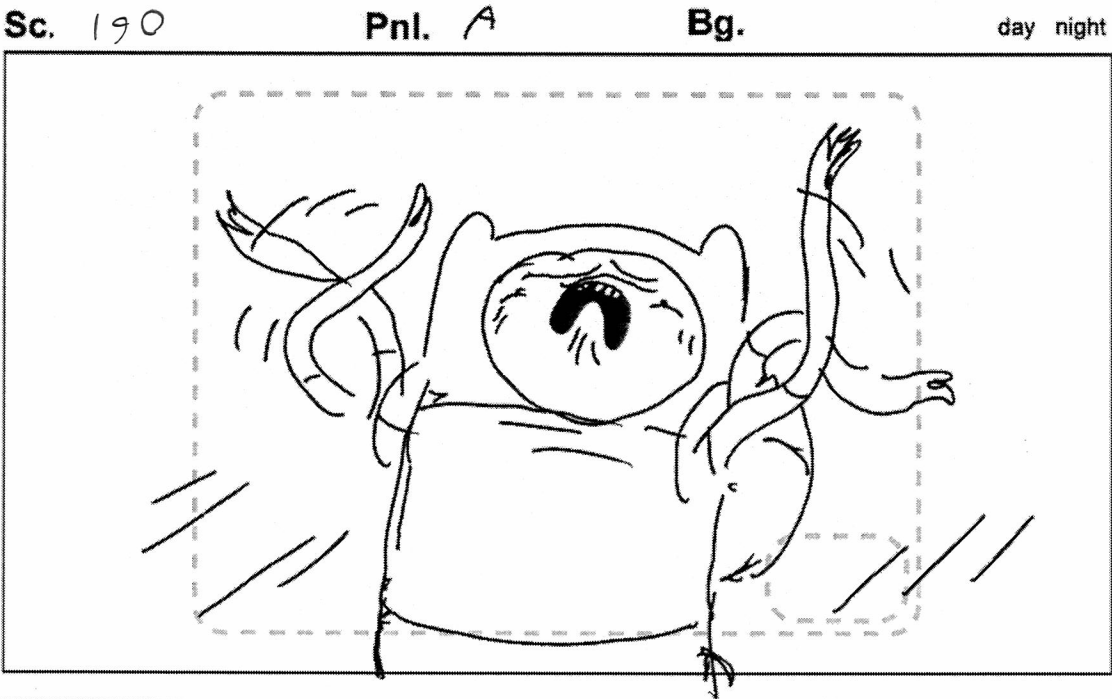
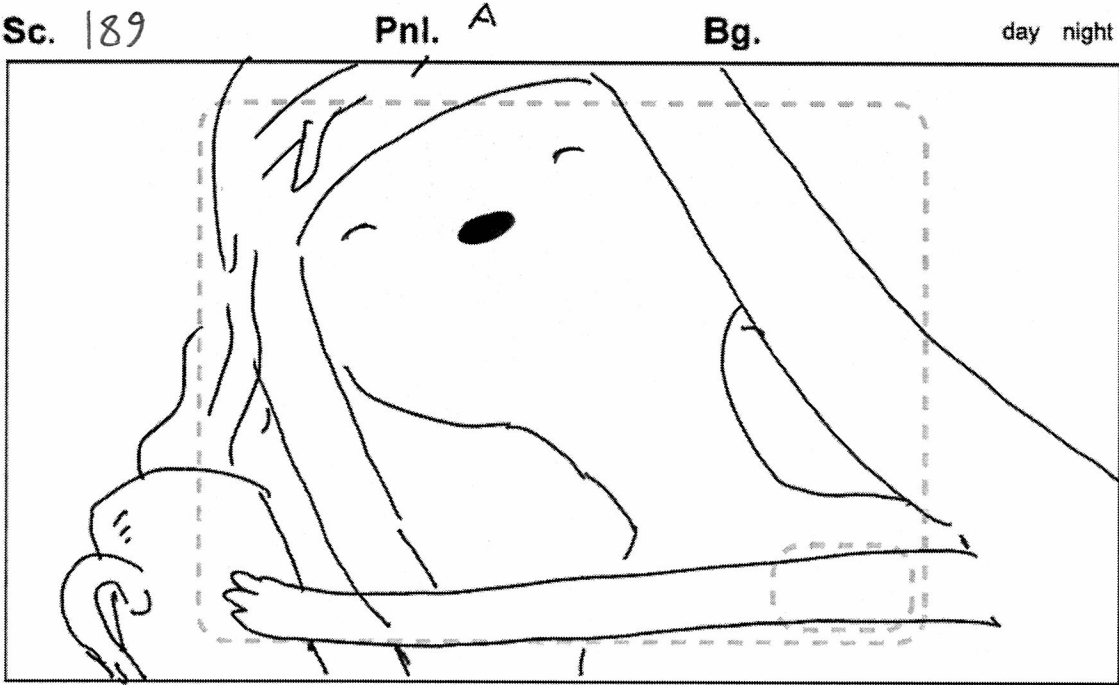
Production :

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ADVENTURE TIME



Page 249



Dialog:	(PB) YOU'RE TOO YOUNG.		(NO SCREAM YET)
Action:	-PB MAKES A HAUGHTY EXPRESSION.		- FINN FLAILS HIS ARMS LIKE KERMIT THE FROG.
Timing:			

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Production :

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ADVENTURE TIME



Sc. 190

Pnl. B

Bg.

day night

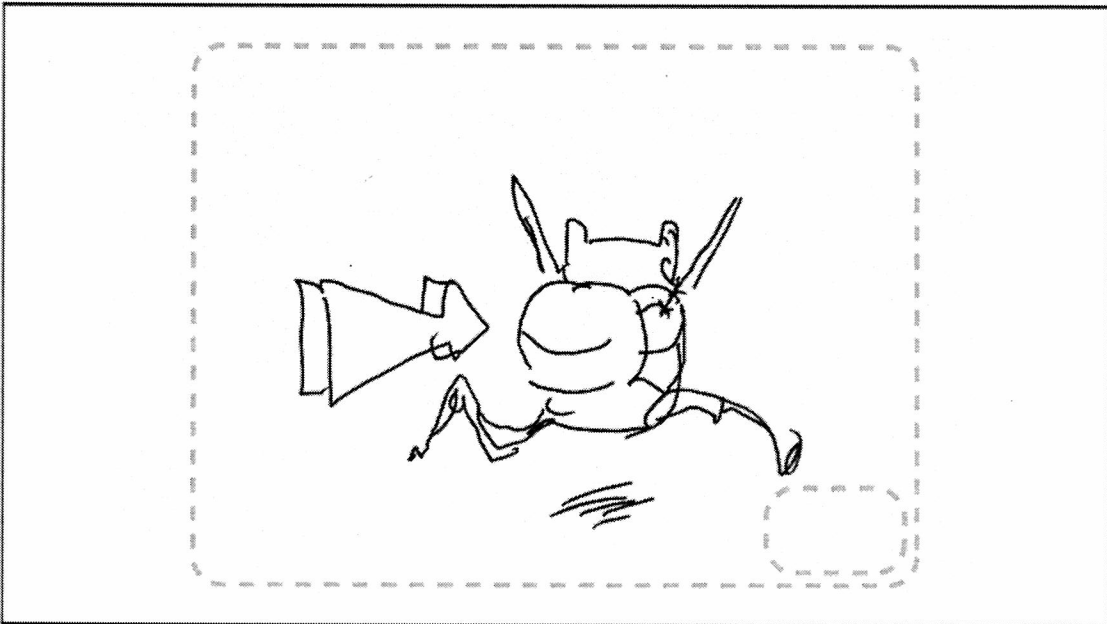


Sc. 190

Pnl. C

Bg.

day night



Dialog:

Ⓕ A A A A A A A H !

E: A A A H ! - A A A H ! - A A H !

Action:

- FINN CONTORTS IN TERROR

- FINN RUNS AGAIN

Timing:

10 08 9/6

EPISODE #

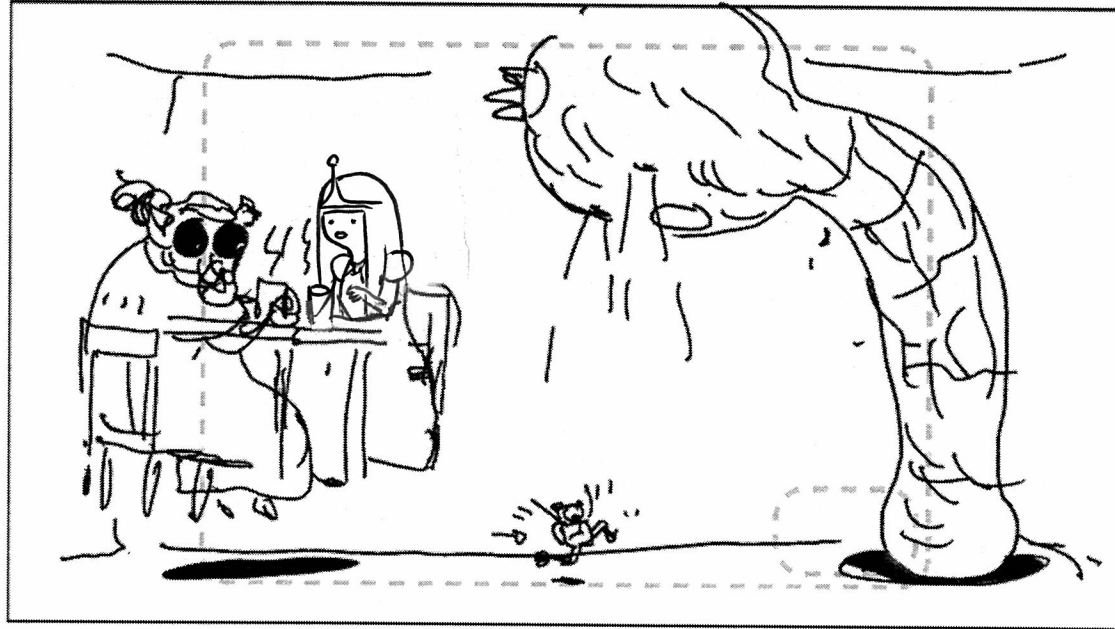
Production :

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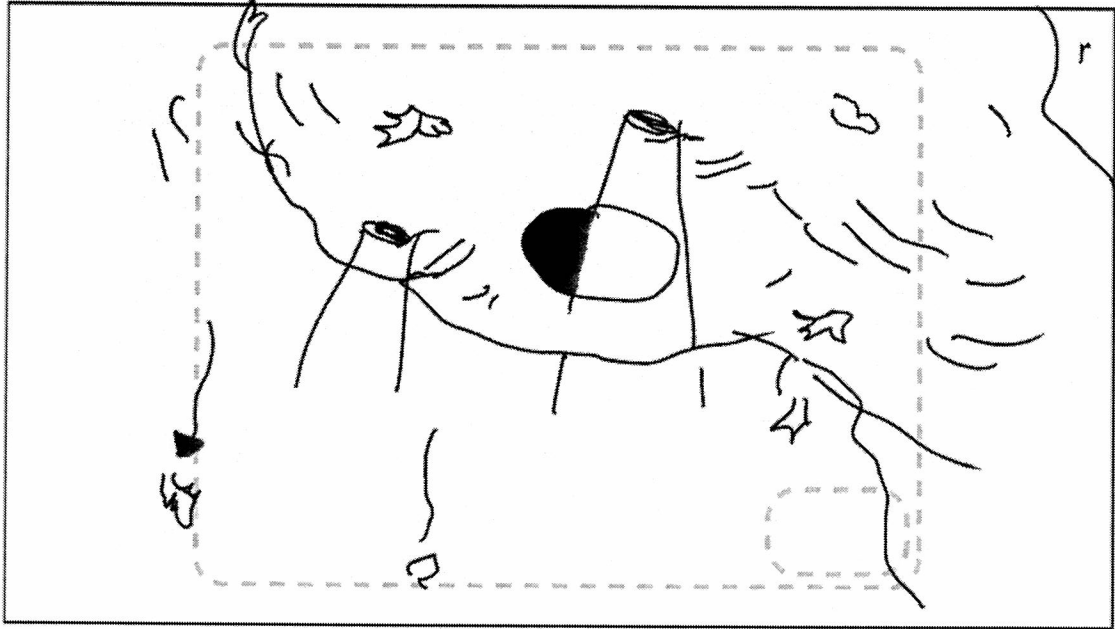
ADVENTURE TIME



Sc. 191 Pnl. A Bg. day night



Sc. 192 Pnl. A Bg. day night



Dialog:	<p><u>FINN</u> AHH! AHH!</p> <p><u>PB</u>: C'MON. YOUR BEETLE CAKES ARE GETTING COLD...</p>	
Action:	<p>- FINN RUNS BUT HE'S MOVING WITH UNNATURAL SLOWNESS.</p>	<p>- WORM KING STARTS TO SWAY</p> <p>- BITS FLAKE OFF OF WORM KING.</p>
Timing:		

EPISODE # 10 08 9/6
Production :

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ADVENTURE TIME

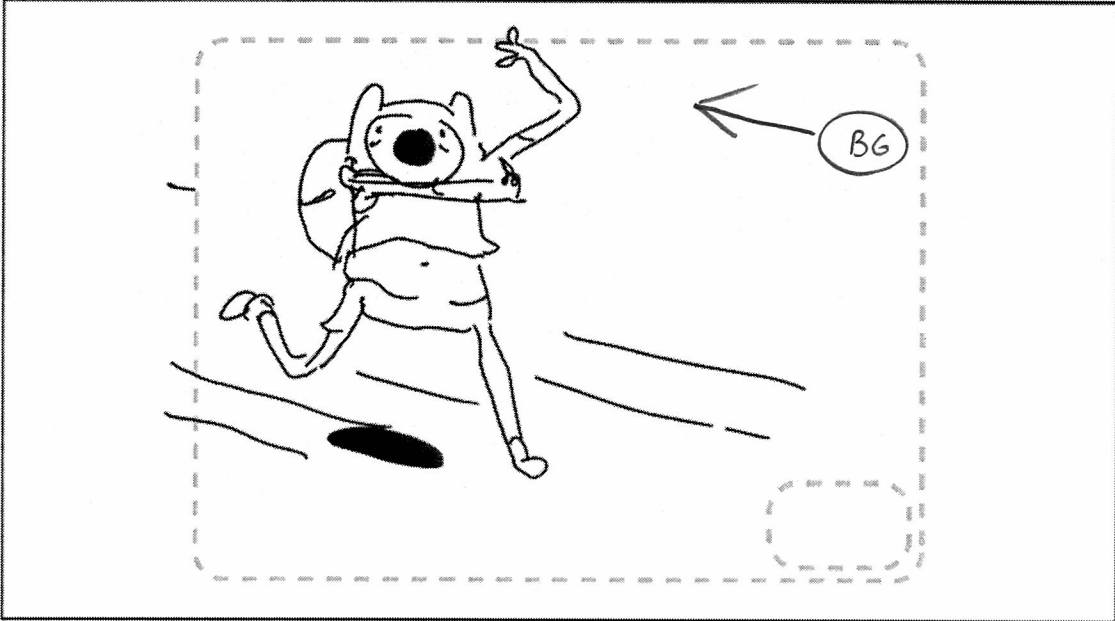


Sc. 193

Pnl. A

Bg.

day night

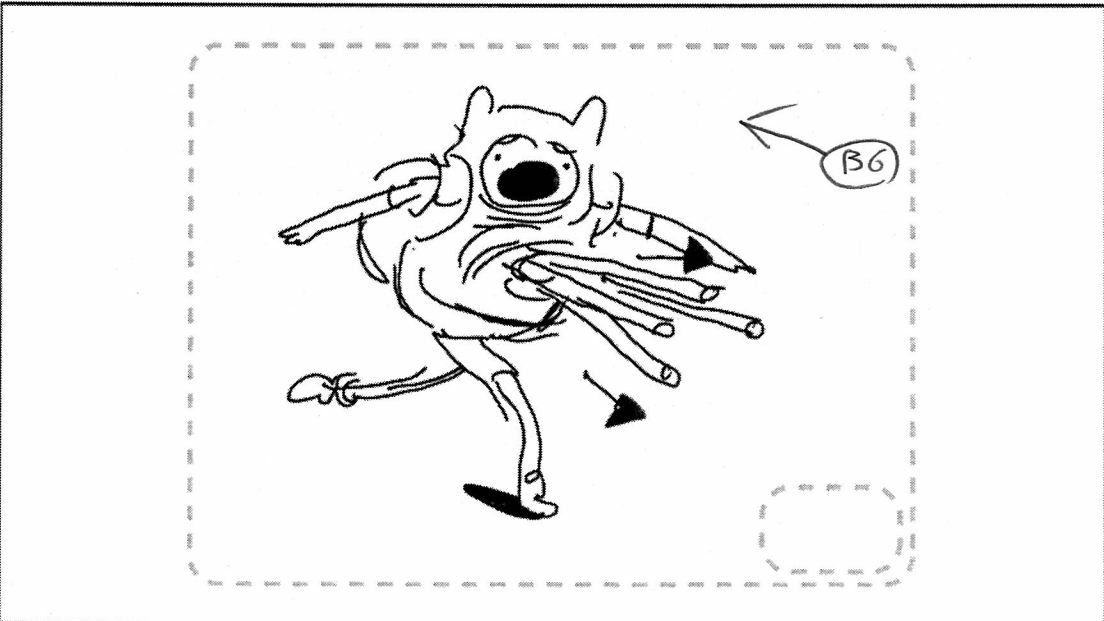


Sc. 193

Pnl. B

Bg.

day night



Dialog:	
F: AAHH! SO MUCH SCREAMING!	F: AAHH! AAHH!
Action:	
- FINN'S ARMS WINDMILL FRANTICALLY.	- WOODEN LEGS PUSH OUT OFF FINN'S BELLYBUTTON.
Timing:	

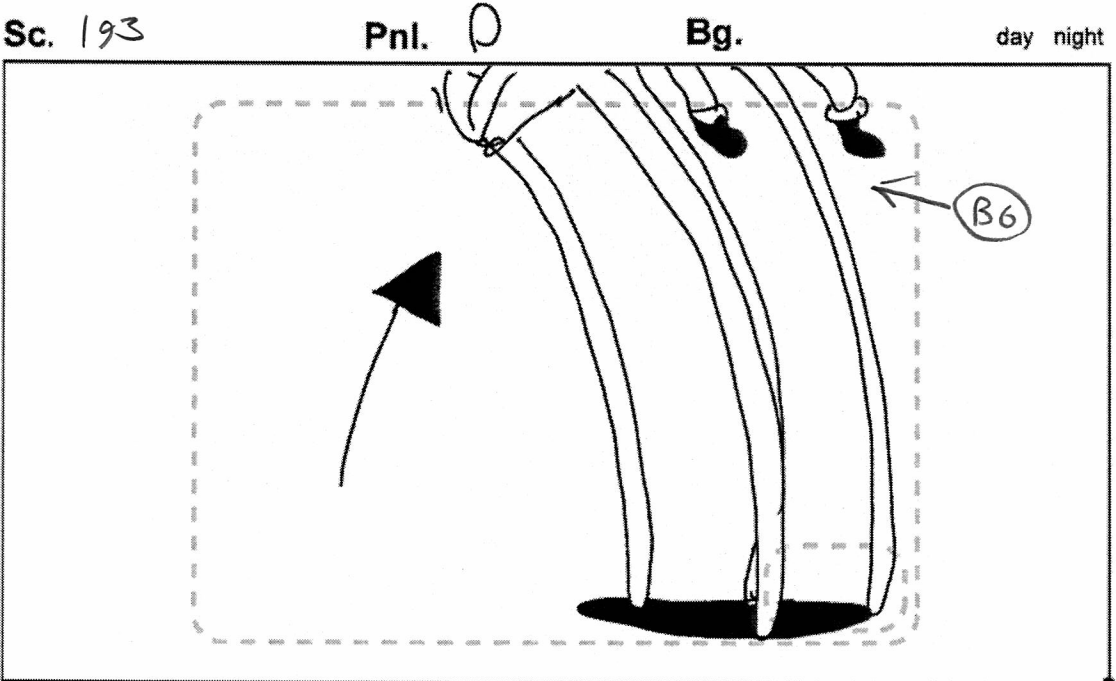
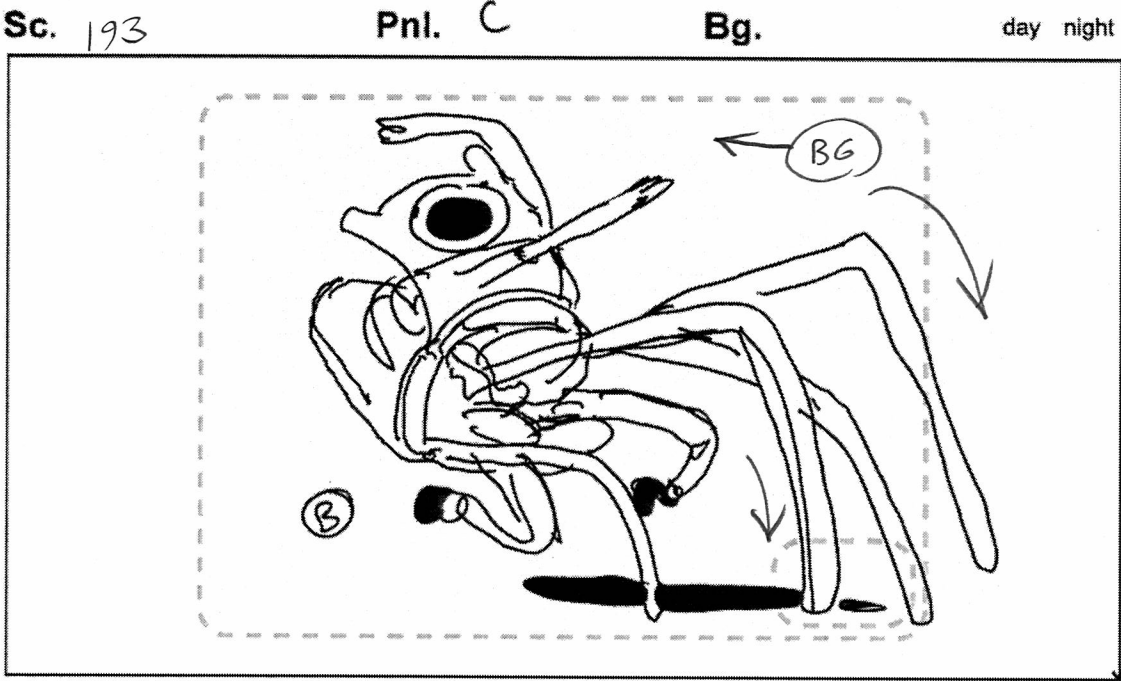
EPISODE # 10 08 96
Production :

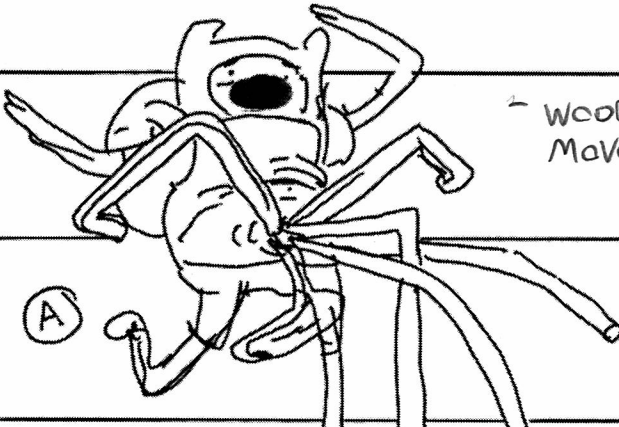
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ADVENTURE TIME



Page 253



Dialog:	<u>F:</u> AAHH! AW, WHAT?!		<u>F:</u> AAHH! AAHH!	
Action:	 A		- WOODEN LEGS MOVE LIKE AN INSECT'S LEGS	
Timing:			- WOODEN LEGS LIFT FINN OFF/S.	

EPISODE # 10 08 96
Production :

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ADVENTURE TIME



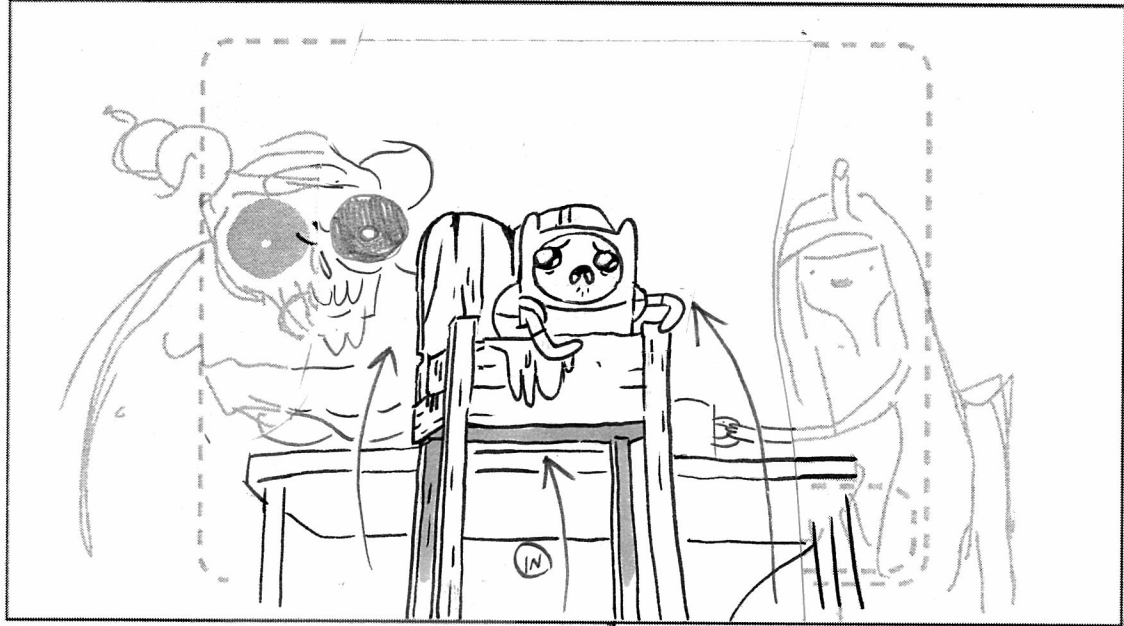
Page 254

Sc. 194

Pnl. A

Bg.

day night



Sc. 194

Pnl. B

Bg.

day night



Dialog:

F: (QUIET SHUDDERING)

Action:

- FINN WITH CUTE PROPORTIONS ON A
LONG- LEGGED BED ANGLES BACK ON/S

- FINN + BED PITCH FORWARD

Timing:

EPISODE # 100896

Production :

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ADVENTURE TIME

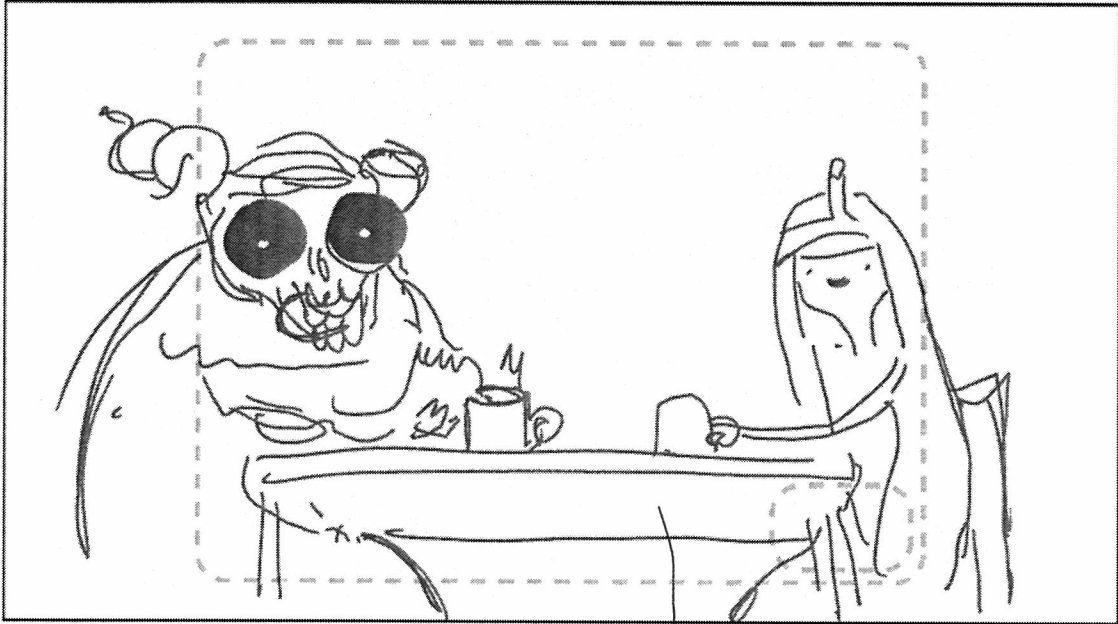


Sc. 194

Pnl. C

Bg.

day night

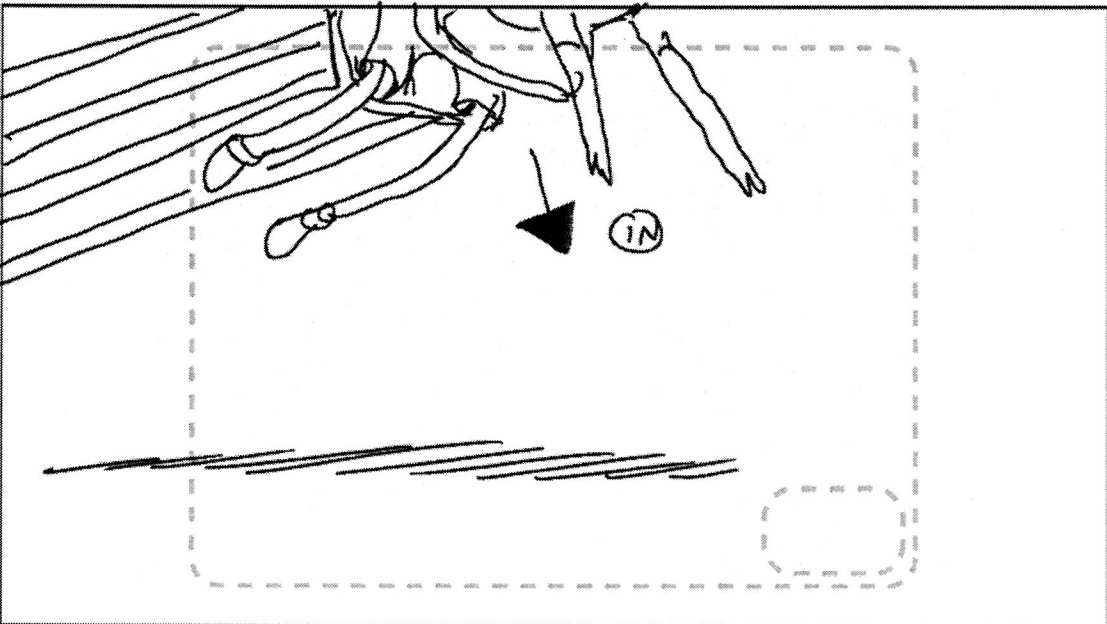


Sc. 195

Pnl. A

Bg.

day night



Dialog:	(OUT) ↓
Action:	- FINN + BED FALL OFF/S. - FINN FALLS ON/S
Timing:	

10 08 96

EPISODE #

Production :

ADVENTURE TIME

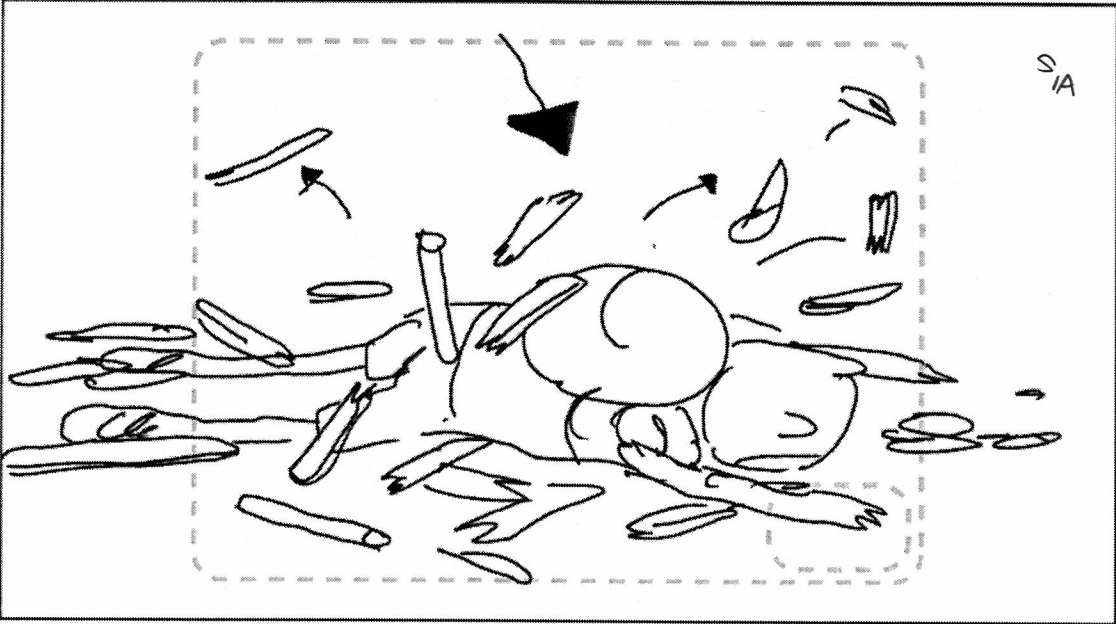


Sc. 195

Pnl. B

Bg.

day night

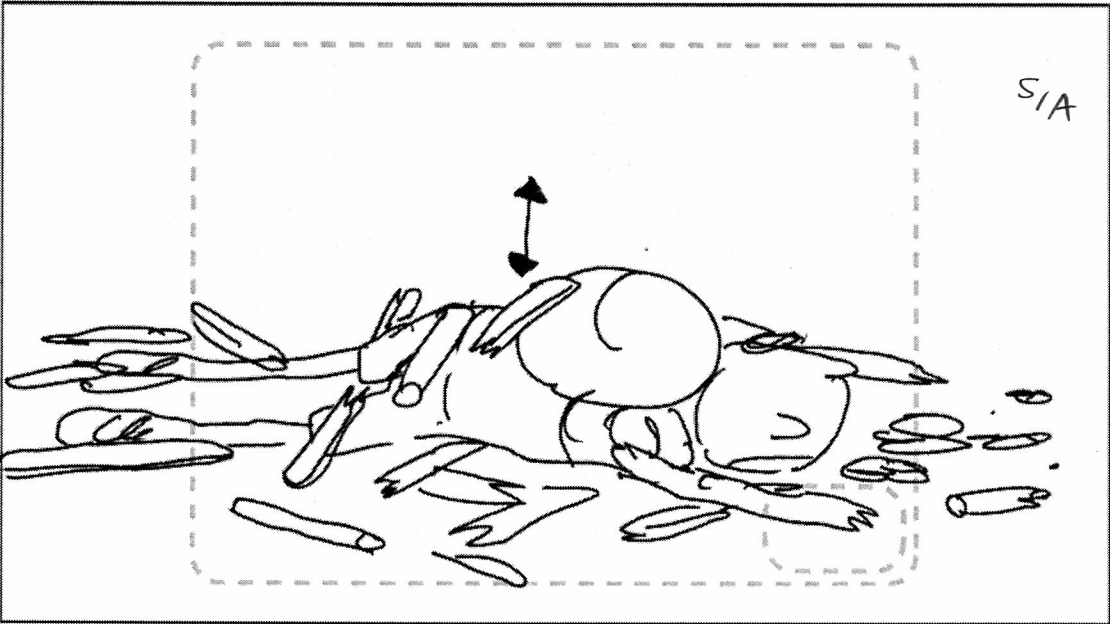


Sc. 195

Pnl. C

Bg.

day night



Dialog:

F: [HEAVY BREATHING]

Action:

- BED SMASHES INTO GROUND
AND BREAKS APART

- FINN LIES FACE DOWN, BREATHING HEAVILY.

Timing:

10 08 96

EPISODE #

Production :

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ADVENTURE TIME

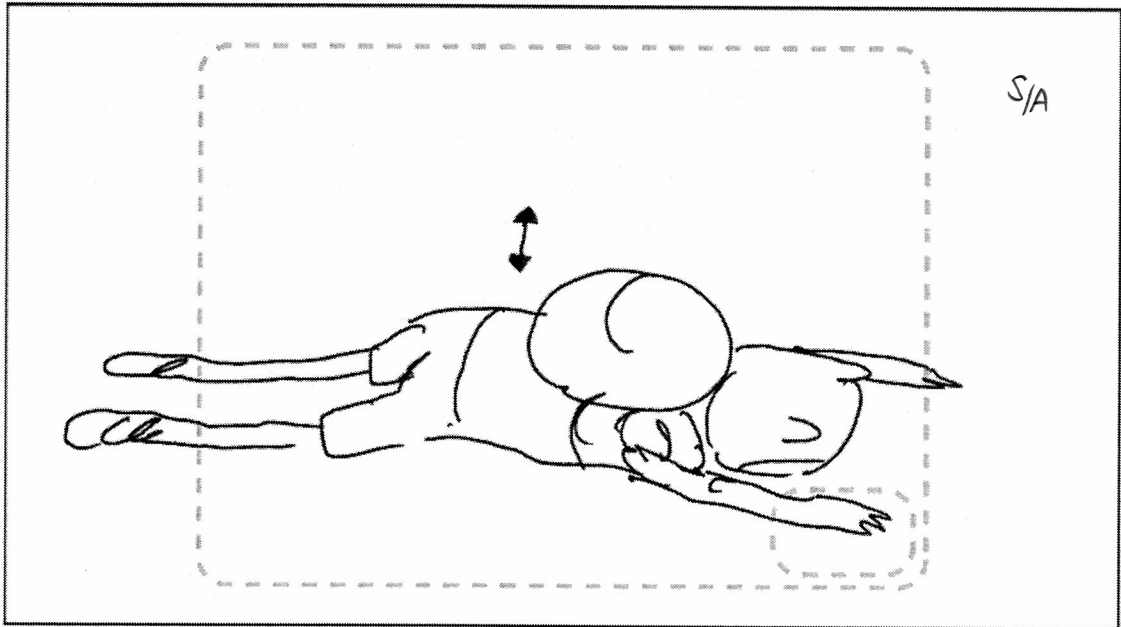


Sc. 195

Pnl. D

Bg.

day night

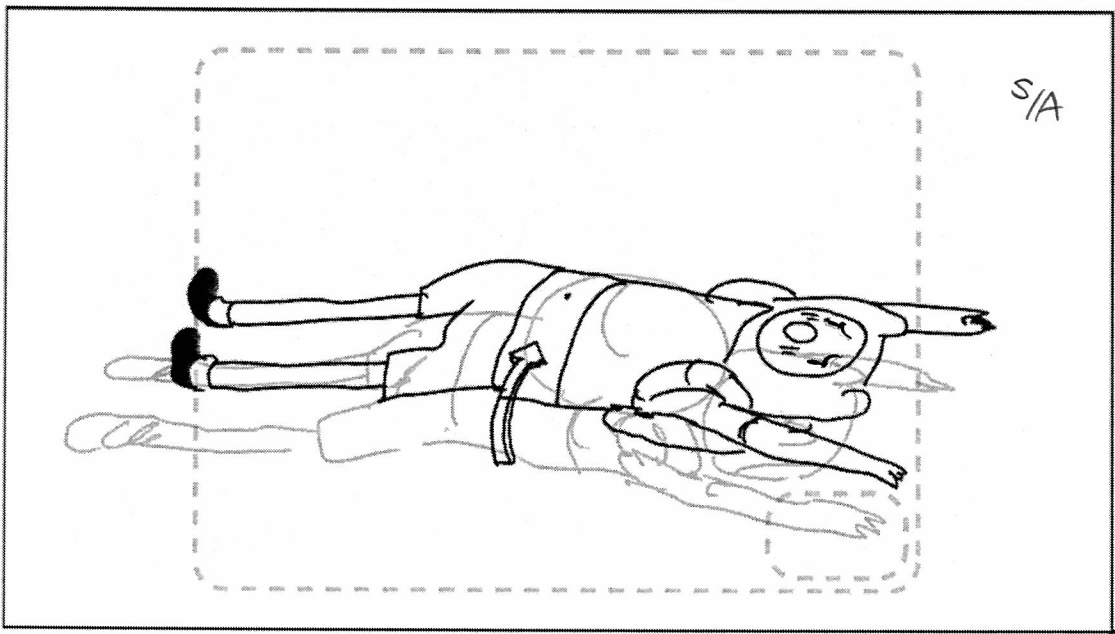


Sc. 195

Pnl. E

Bg.

day night



<p>Dialog:</p> <p>(F) (OUT OF BREATH) HAD ENOUGH -</p>
<p>Action:</p> <p>-FURNITURE DEBRIS DISAPPEARS.</p> <p>-FINN FLIPS OVER ON HIS BACK.</p>
<p>Timing:</p>

10 08 96

EPISODE #

Production :

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ADVENTURE TIME

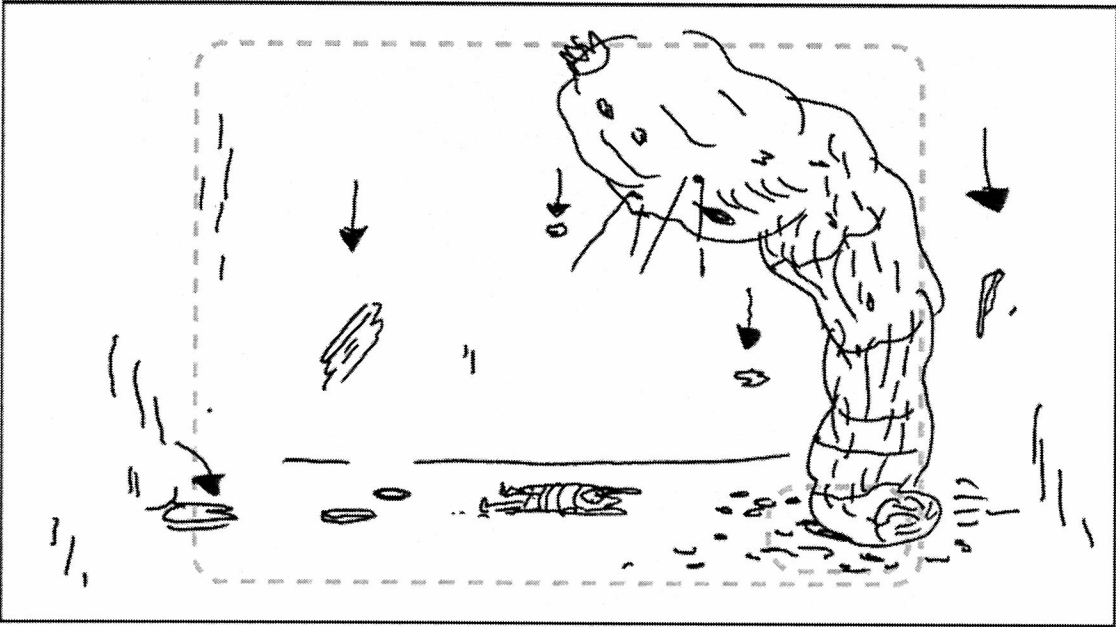


Sc. 196

Pnl. A

Bg.

day night

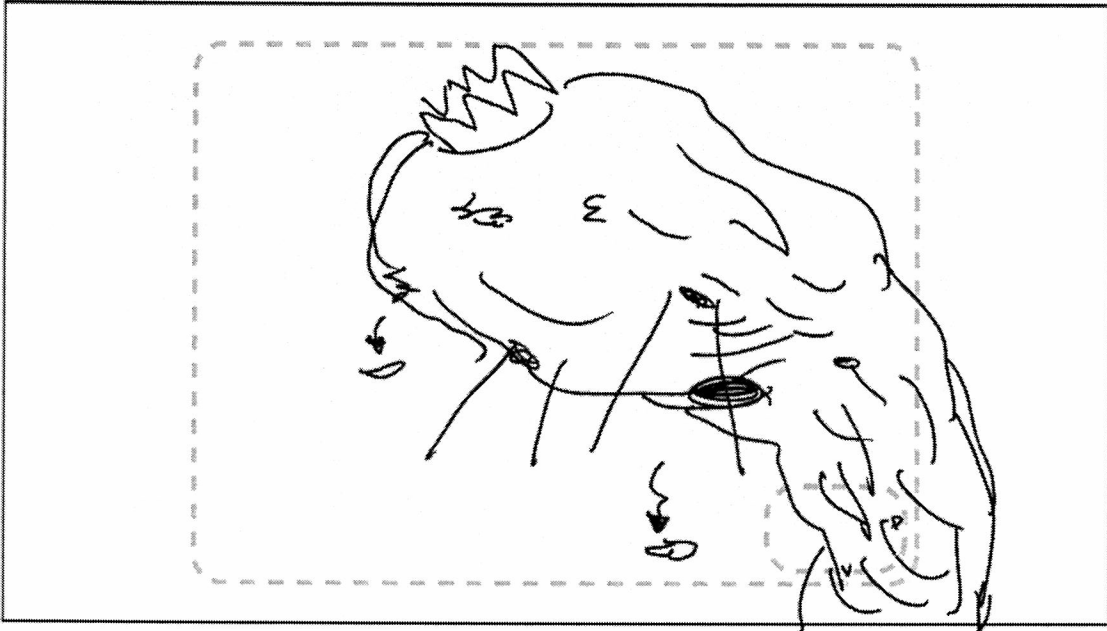


Sc. 197

Pnl. A

Bg.

day night



Dialog:

(F) - DE-STABILIZATION,
CONT WORM-KING?

(WK) I DON'T ~~SCOUGH~~
KNOW WHAT YOU'RE
TALKING ~~HACK~~ ABOUT.

Action:

- TREE-HOUSE AND WORM,
CRUMBLING SLOWLY, QUIETLY.
- WORM KING SWAYING

- BITS CONTINUE FLAKING OFF WORM KING.
- WORM KING'S EYE BEAMS FLICKR.

Timing:

10 08 9:6

EPISODE #

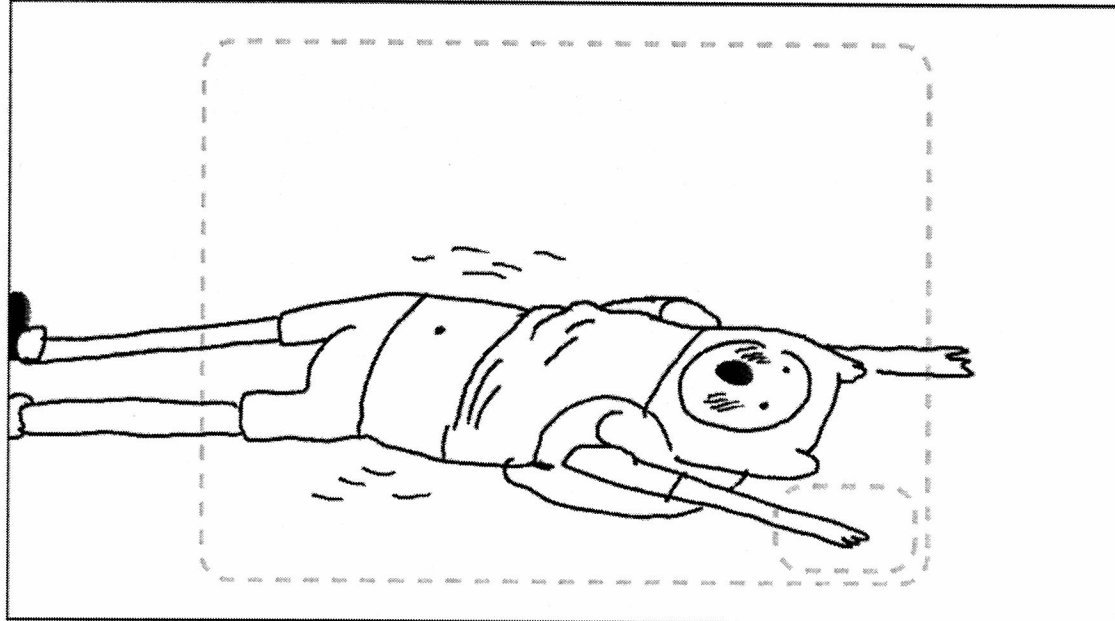
Production :

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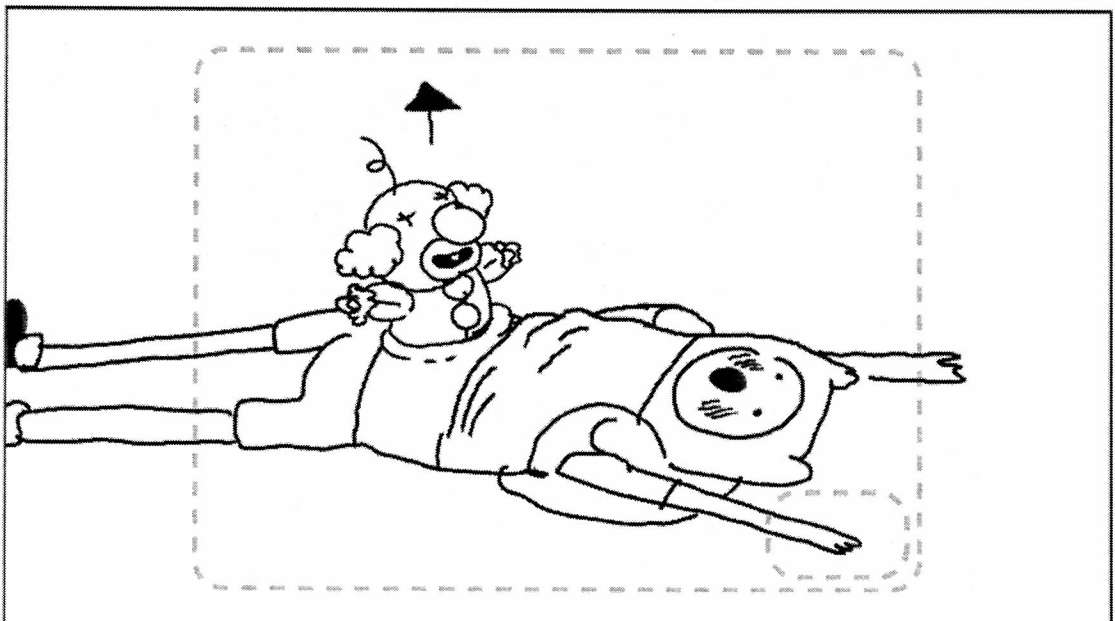
ADVENTURE TIME



Sc. 198 Pnl. A Bg. day night



Sc. 198 Pnl. B Bg. day night

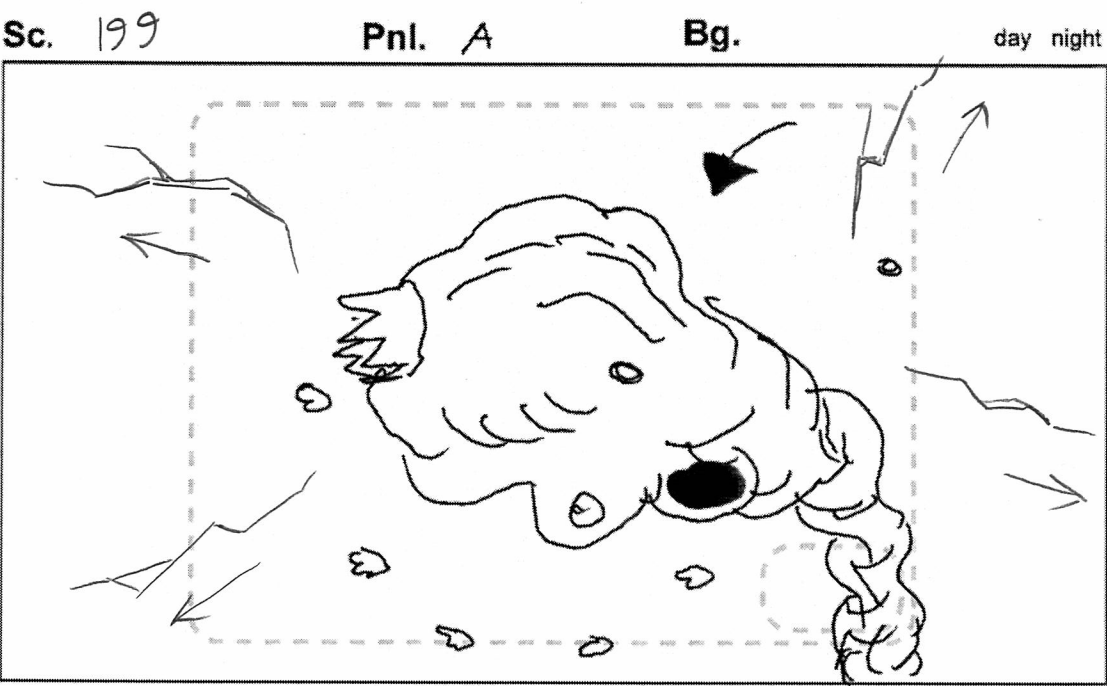
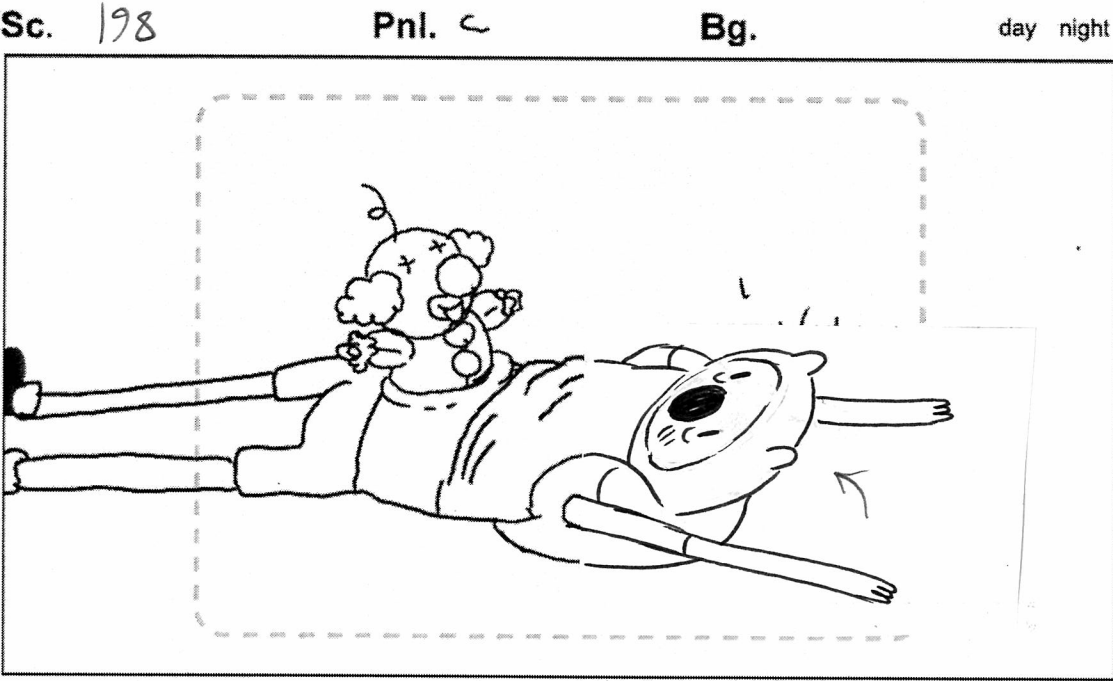


Dialog:	== SFX: POP == CLOWN: OIM A ^{OR} CLADWN! HYUCK! (ALT) [CREEPY CHATTERING]
Action:	-FINN'S BELLY RUMBLES - CLOWN POPS OUT OF FINN'S BELLYBUTTON
Timing:	

EPISODE # 10 08 96 Production :

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ADVENTURE TIME



Dialog:	<p><u>FINN</u> - (SHORT SHRIEK!)</p>	<p><u>WK</u>: (RESIGNED) WELL - THAT'S THAT.</p> <p><u>FINN</u>: [SHRIEK ECHOES IN THE BG]</p>
Action:	<p>- WORM KING CRUMPLES</p> <p>- CRACKS FORM IN THE AIR AROUND W.K.</p>	
Timing:		

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ADVENTURE TIME



Sc. 200 Pnl. A Bg. SHAKE! day night



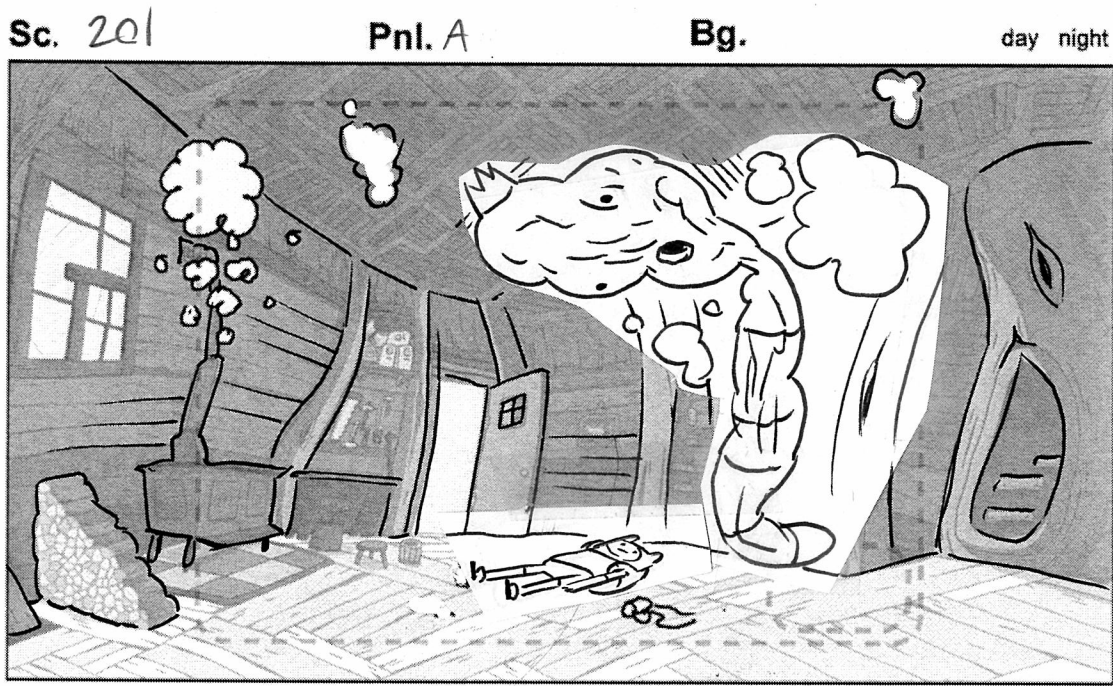
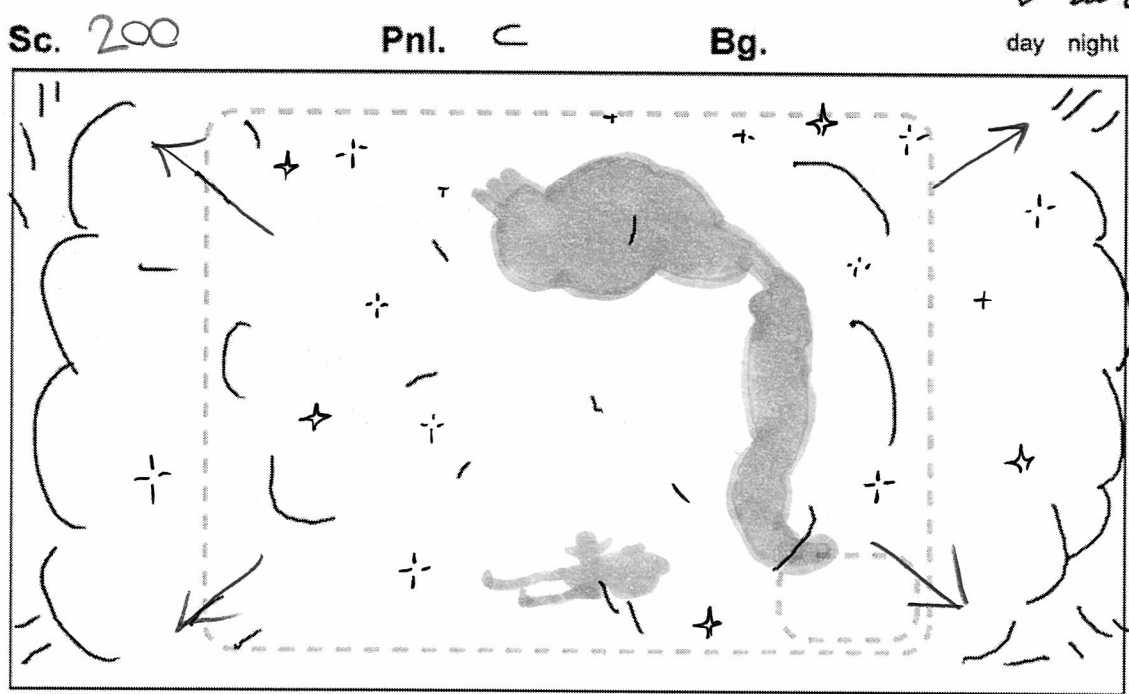
Sc. 200 Pnl. B Bg. day night



Dialog:	
SFX: * CRACKING *	SFX: PAF
Action:	
- CRACKS SPREAD THROUGHOUT ROOM. - SCREEN SHAKES	- DREAMSCAPE SHATTERS, AROUND FINN + W.K.
Timing:	

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ADVENTURE TIME



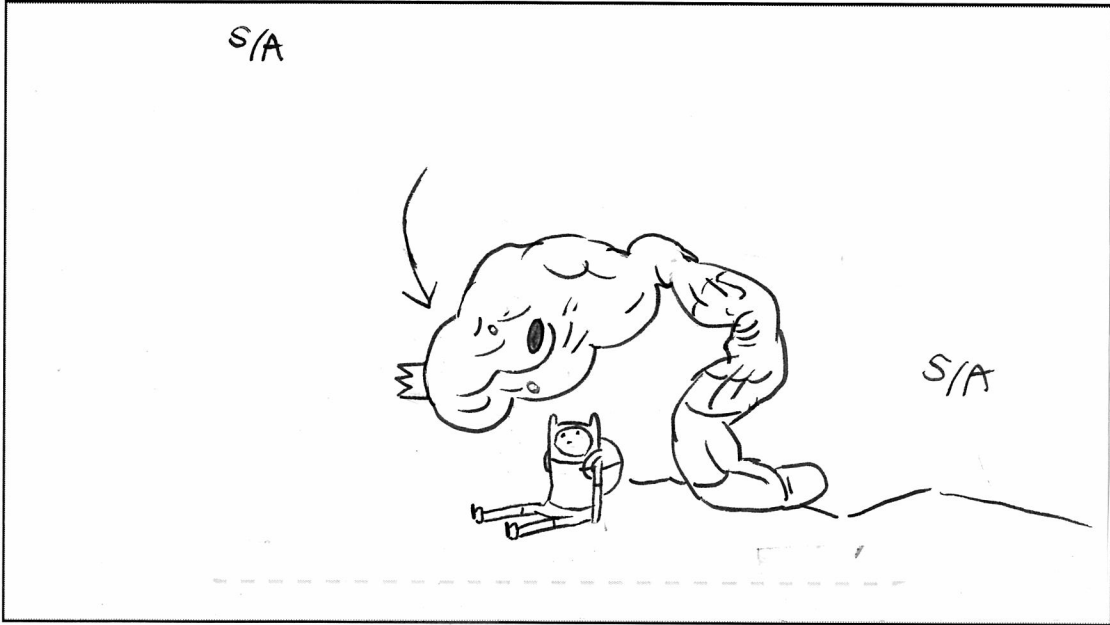
Dialog:	SFX: PAF!	
Action:	- CLOUD OF SPARKLING DREAMSCAPE PARTICLES OVERTAKE SCREEN.	- INT. TREEHOUSE BG FROM 'EVICTED' - CLOUD OF DREAMSCAPE PARTICLES DISSIPATES - FINN WAKES UP WITH SPILLED MUG NEXT TO HIM.
Timing:		

EPISODE# 10 08 9/6 Production :

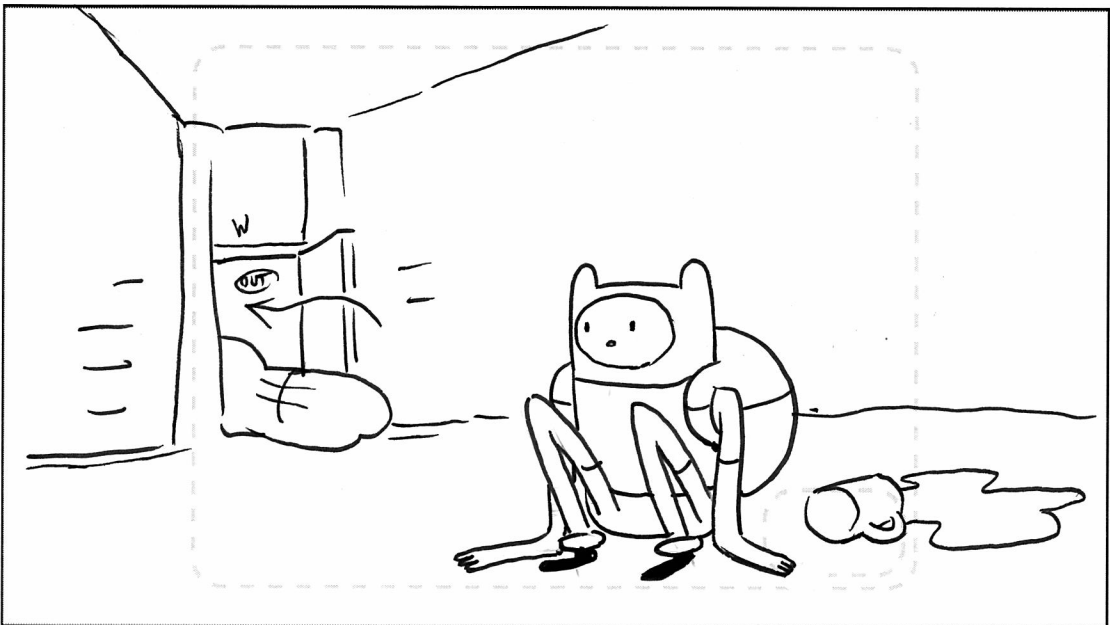
ADVENTURE TIME



Sc. 201 Pnl. B Bg. day night



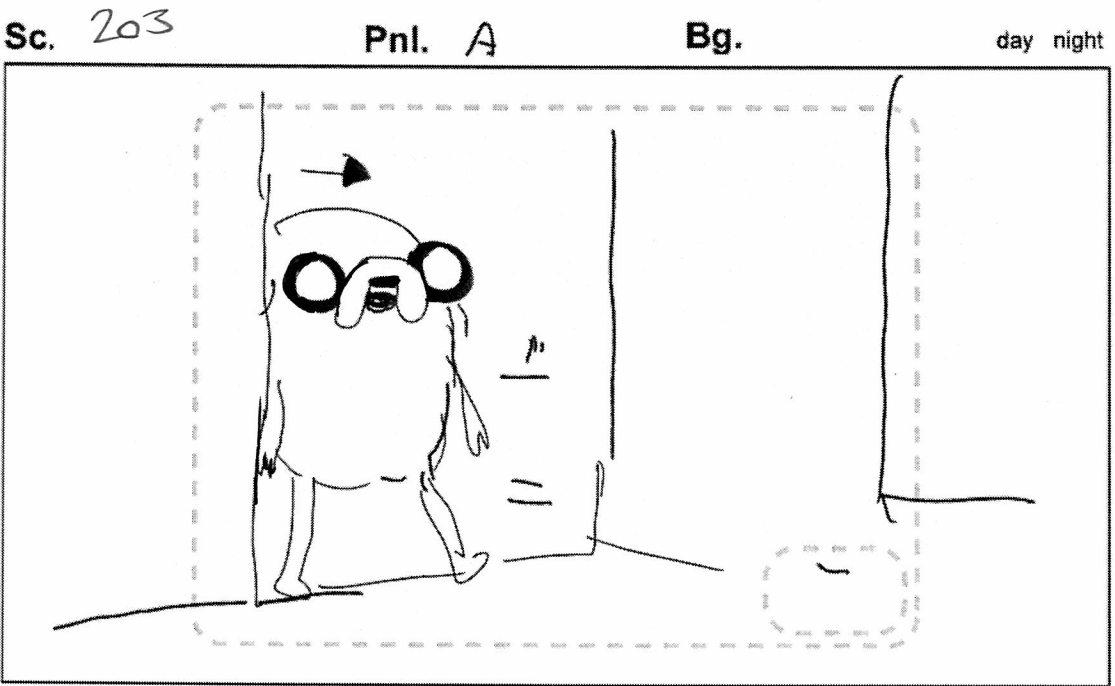
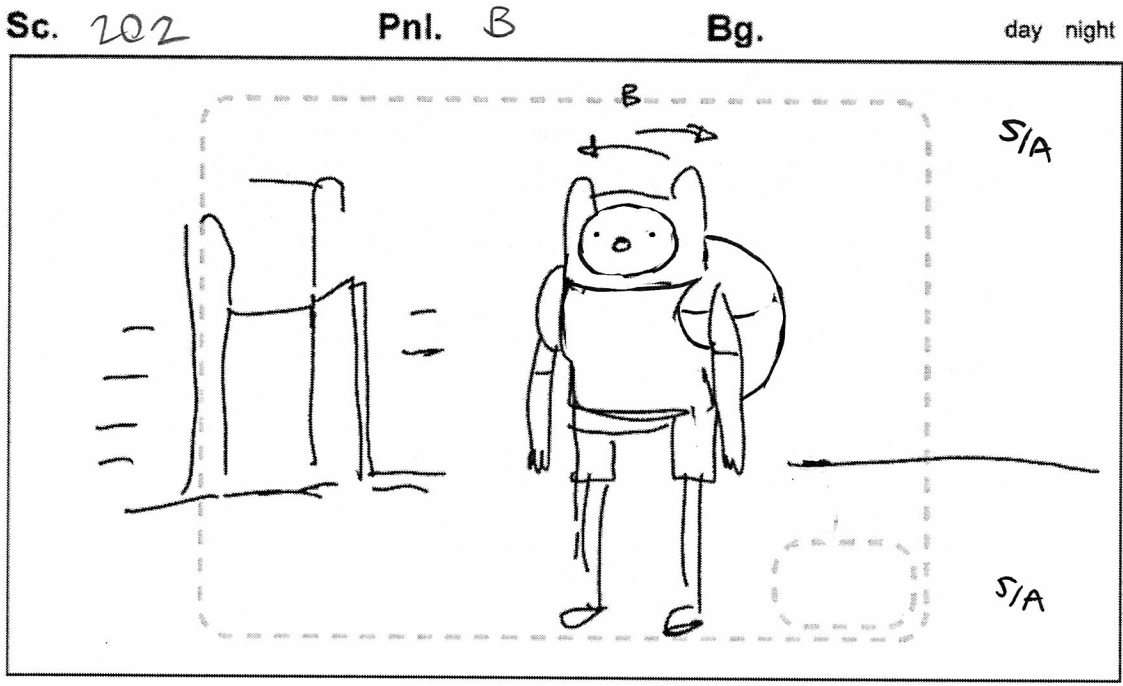
Sc. 201 Pnl. A Bg. day night



<p>Dialog:</p> <p><u>WORM KING</u> : (WEAK) HEH, I DON'T FEEL SO GOOD ...</p>	<p><u>WORM KING</u> : [GROAN]</p>
<p>Action:</p> <p>- WORM KING CRAWLS TOWARDS EXIT</p> <p>- FINN SITS UP.</p>	<p>- WORM KING CRAWLS OFF/S</p>
<p>Timing:</p>	

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ADVENTURE TIME

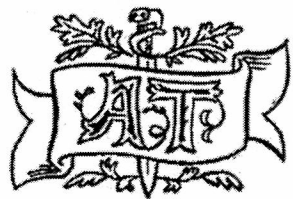


Dialog:	J: WHAT'S SHAKING, BABY?
Action:	-FINN GETS UP OFF FLOOR. -FINN LOOKS AROUND. -JAKE COMES IN DOOR.
Timing:	

EPISODE # 10 08 96
Production :

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ADVENTURE TIME

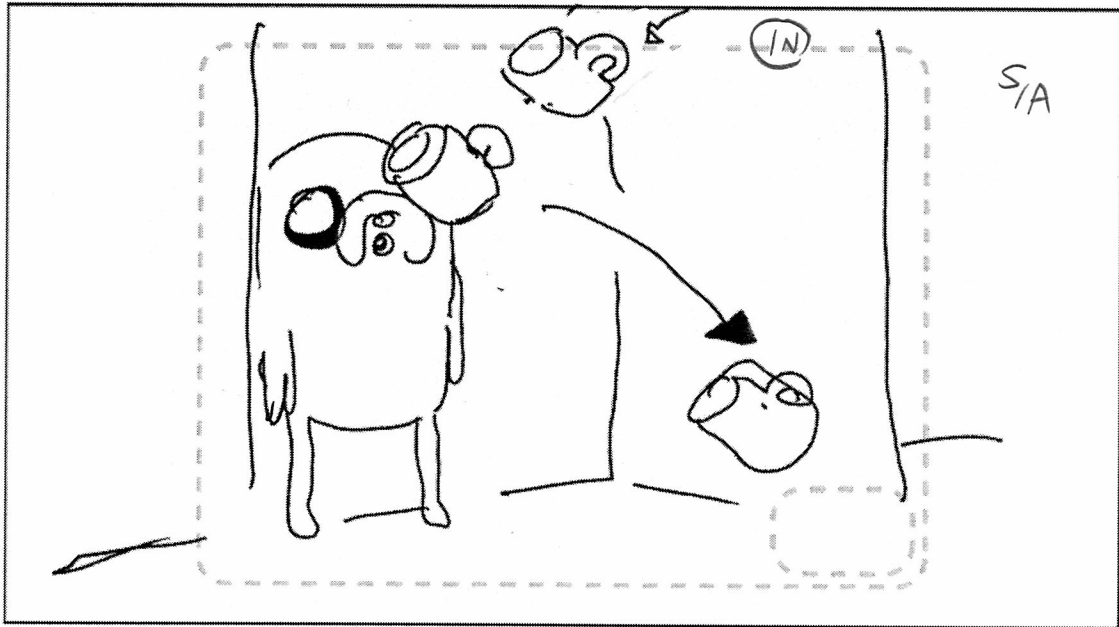


Sc. 203

Pnl. B

Bg.

day night

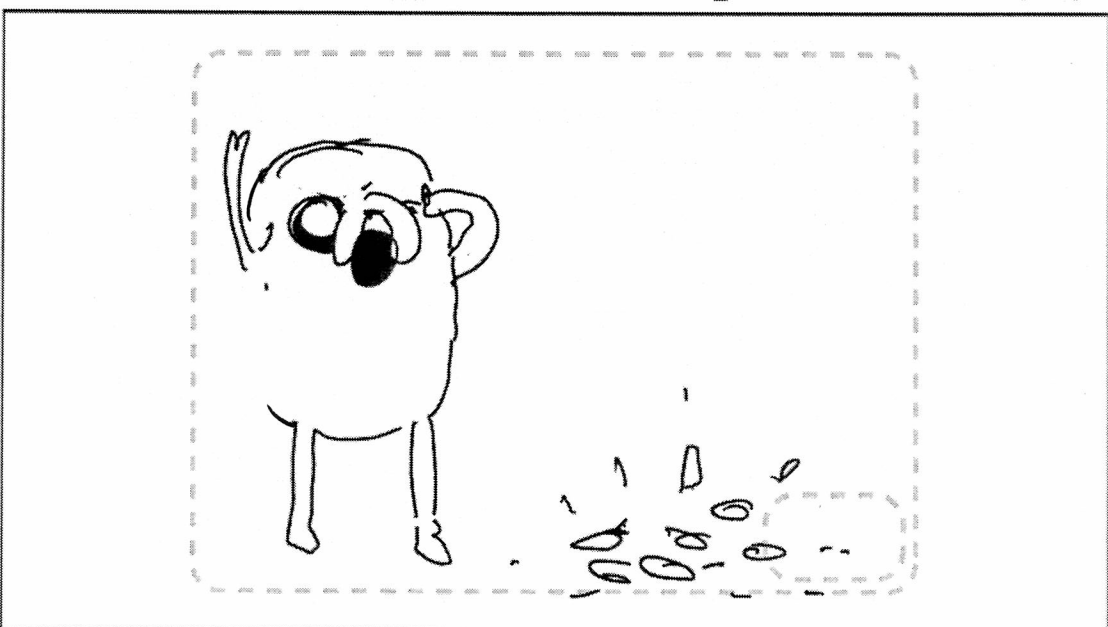


Sc. 203

Pnl. C

Bg.

day night



Dialog:	
SFX: * KLUNK *	SFX: * SMASH! * (J) MAN! WHY'D YOU DO THAT!?
Action:	
- MUG FLIES ON/S AND BOUNCES OFF OF JAKE'S FACE	- MUG SHATTERS. - JAKE RUBS HIS EYE
Timing:	

EPISODE # 100896

Production :

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ADVENTURE TIME

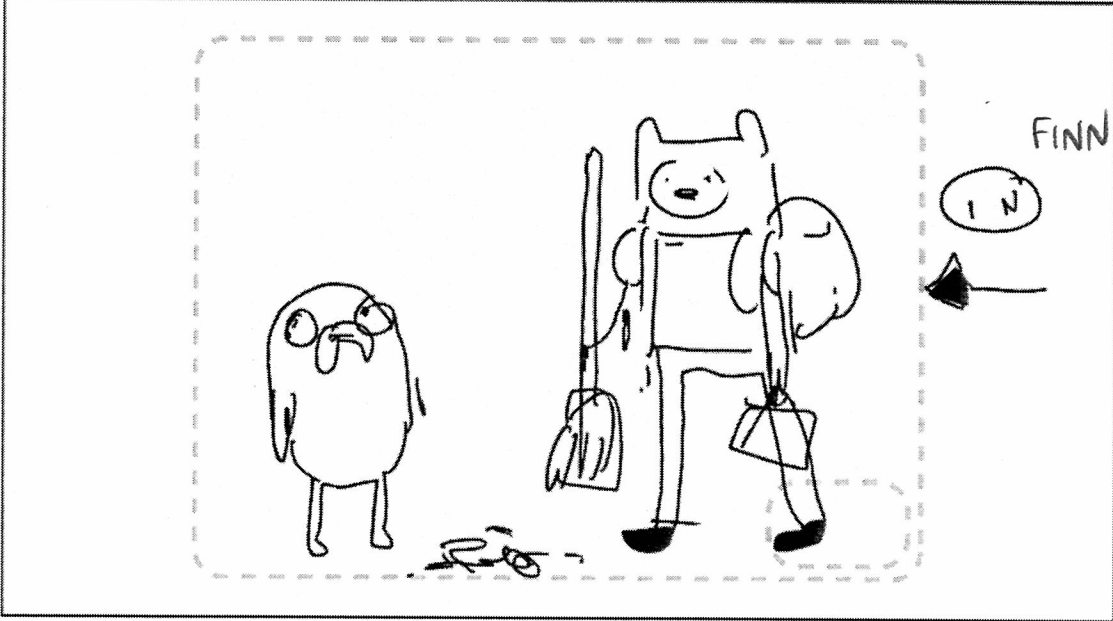


Sc. 204

Pnl. A

Bg.

day night

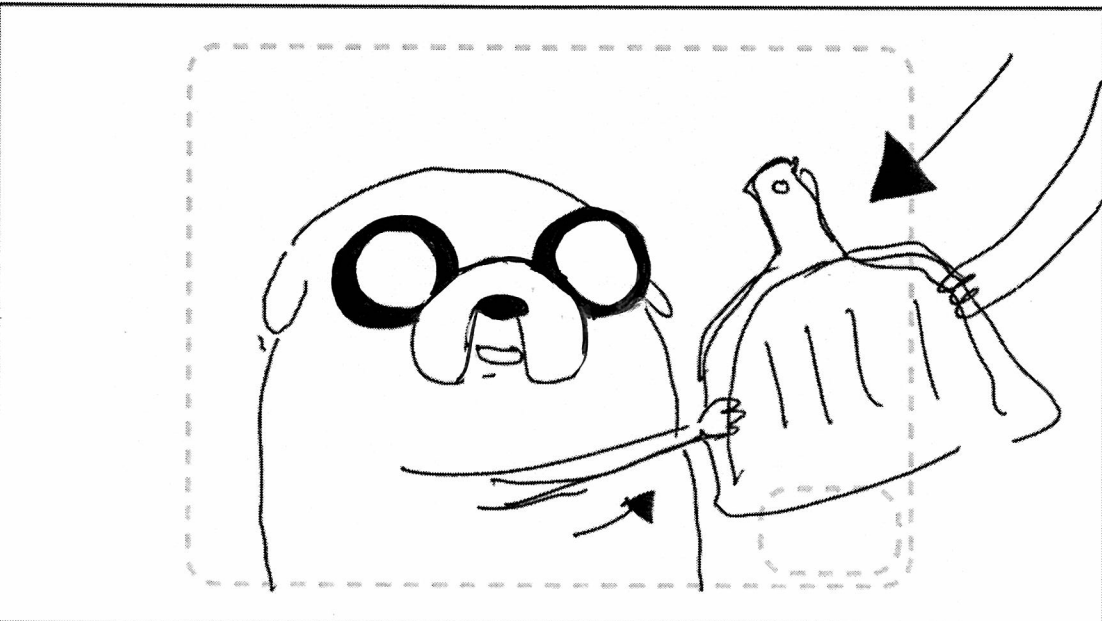


Sc. 205

Pnl. A

Bg.

day night



<p>Dialog:</p> <p>E: SORRY, MAN, ... NEEDED TO SEE IF YOU WERE GOING TO BURST INTO WORMS.</p>	<p>③ HEH. WELL, OKAY. I BUY THAT.</p>
<p>Action:</p> <p>- FINN WALKS ON/S CARRYING A BROOM + DUSTPAN</p>	<p>- JAKE TAKES DUSTPAN FROM</p>
<p>Timing:</p>	

EPISODE # 10 08 96

Production :

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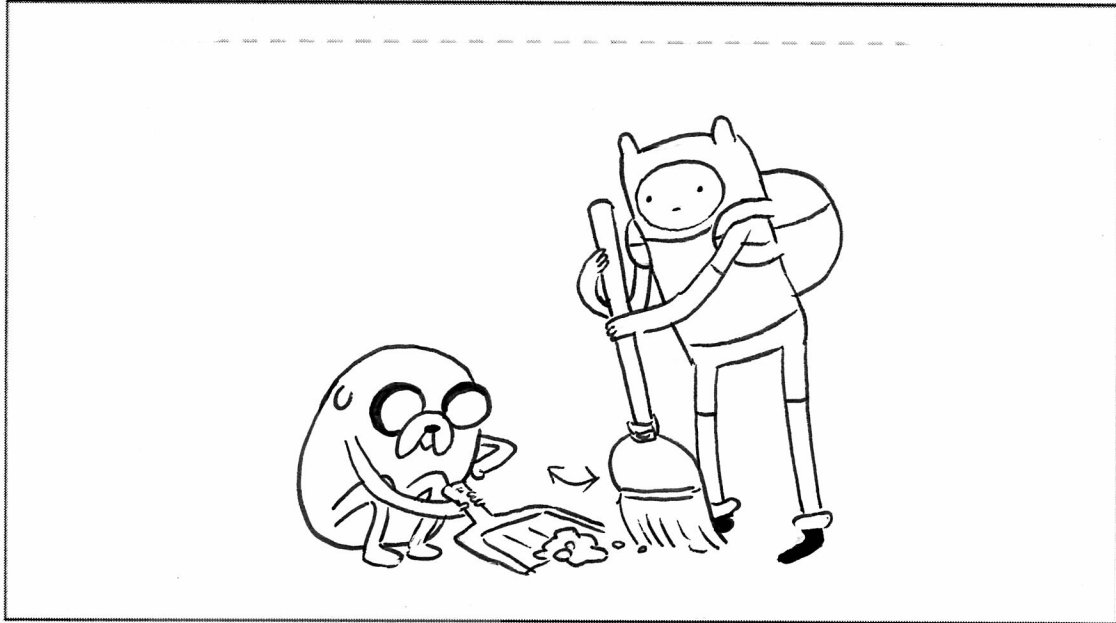


Sc. 206

Pnl. A

Bg.

day night



Sc.

Pnl.

Bg.

day night



Dialog:	<p>SFX: * SHFF - SHFF - SHFF *</p>
Action:	<p>- F + J CLEAN UP BROKEN MUG. IN SILENCE.</p>
Timing:	

EPISODE # 10 08 96
Production :